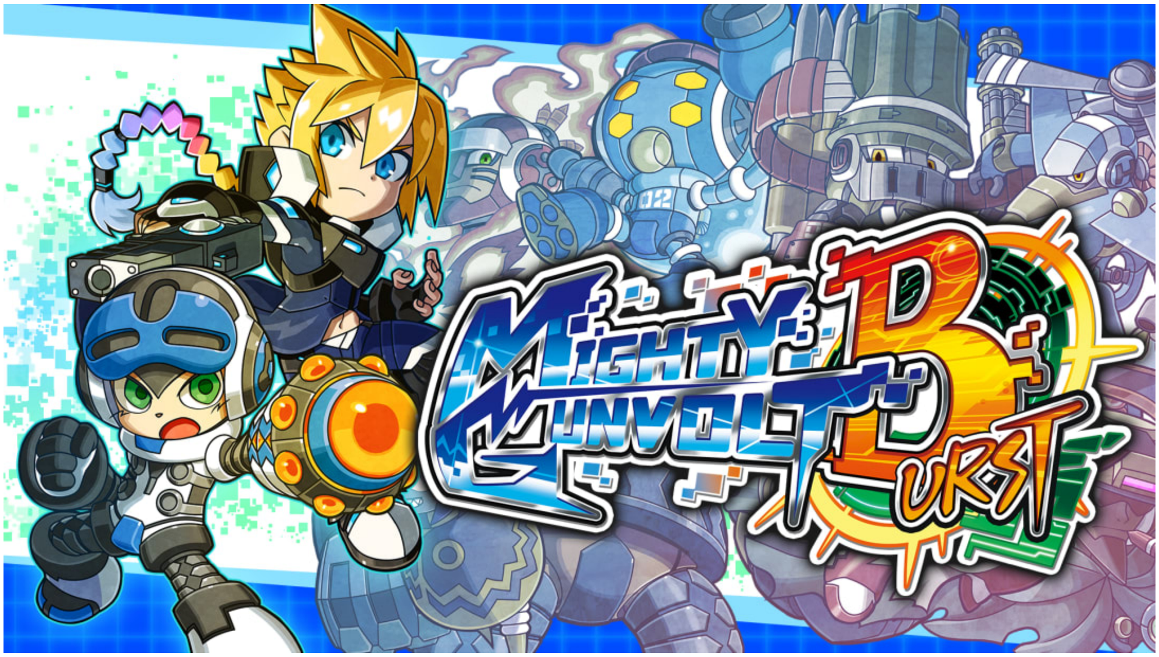
MIGHTY GUNVOLT BURST



Inti Creates has made the next installment in the Mighty Gunvolt series a brand new full-sized game that features characters from multiple universes with Gunvolt (Azure Striker Gunvolt) and Beck (Mighty No. 9) taking the stage once again, but in a much deeper and more expansive world that differs greatly from the original in many ways.

The game systems have been completely revamped and powered up with lots of new additions, including a deep character customization system that lets you mold and shape your character into the ultimate hero that works best for you!

But that's not all! The new Burst Combo system rewards you for finishing off enemies and bosses up close and personal, and the Dowsing ability triggers the HD Rumble function when you get close to one of the many hidden items/areas in the game.

The classic pixel style graphics have also been completely redone to blur the line between 8-bit and 16-bit and take you back to the golden age of 2D action games!

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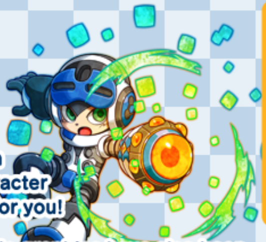
Mighty Gunvolt Burst

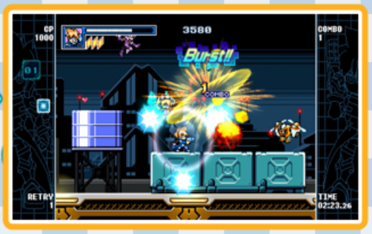
# Game Overview

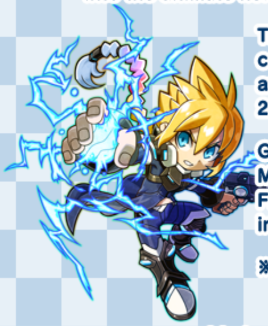
## Threads of fate are bound together in a strange new virtual world!

The Mighty Gunvolt series is back with Mighty Gunvolt Burst!

The game systems have been completely revamped and powered up with lots of new additions,including a deep character customization system that lets you mold and shape your character into the ultimate hero that works best for you!



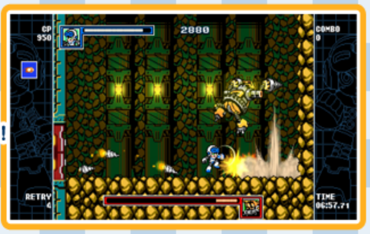

CP
1000
3580
COMBO
1
Burst!!
RETRY
TIME
02:23.26



The classic pixel style graphics have also been completely redone to blur the line between 8-bit and 16-bit and take you back to the golden age of 2D action games!

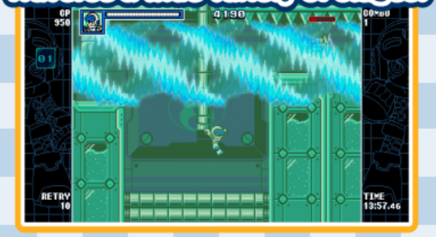
Gunvolt from Azure Striker Gunvolt 2 and Beck from Mighty No. 9 make their return as playable characters! Find out what happens when their home worlds intertwine in the realm of virtual reality!

※ In addition to Beck and Gunvolt, Ekoro will also be playable on the Steam version.

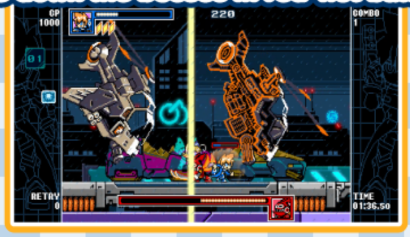

CP
950
2880
COMBO
0
RETRY
TIME
06:57.71

Make your way through stages filled with their own unique traps and perils and defeat the bosses that await you!

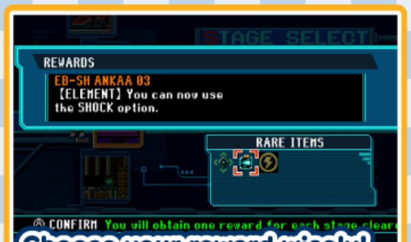
### Traverse a wide variety of stages!


CP
950
4190
COMBO
1
RETRY
10
TIME
13:57.46

### Take down the bosses in red-hot battles!


CP
1000
220
COMBO
1
RETRY
0
TIME
01:36.50

After clearing a stage, you will be able to choose a reward when you return to the Stage Select screen. You can only choose one item after clearing a stage, so if you want all the available items, you'll have to clear the stage multiple times!


STAGE SELECT
RARE ITEMS

REWARDS

EB-SH ANKAA 03

【ELEMENT】You can now use the SHOCK option.

Ⓐ CONFIRM You will obtain one reward for each stage clear

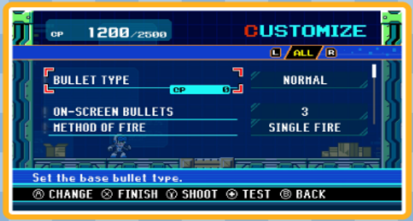
### Choose your reward wisely!

### What about "Game Over"...?

There is no Game Over in this game. When you fall in battle, your character returns to their most recently activated checkpoint, giving players of all skill levels a chance to give it their all and complete the game.

# Customization System

Collect a bunch of different modules to add new items to your customization loadout!



CP 1200/2500 CUSTOMIZE

L / ALL / R

BULLET TYPE — NORMAL (CP 0)

ON-SCREEN BULLETS — 3

METHOD OF FIRE — SINGLE FIRE

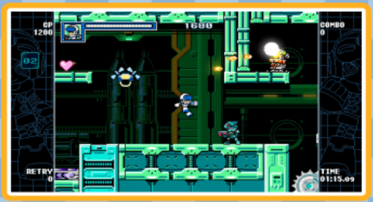
Set the base bullet type.

Ⓐ CHANGE ⊗ FINISH Ⓨ SHOOT ⊕ TEST Ⓑ BACK

Initial options are fairly orthodox.

## CP

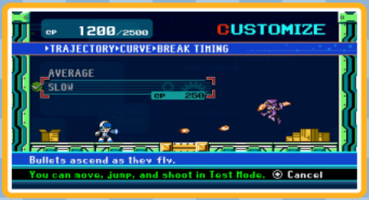
If you wanna increase your abilities, you're gonna need Cost Points (CP). As long as your loadout value doesn't exceed your available CP, you can create any setup and change it any time.



Destroy enemies from the other side of walls/terrain!

CP 2450
1620
COMBO 0
02
RETRY 0
TIME 01:13.69

Easily hit enemies no matter where they are!



CP 1200/2500 CUSTOMIZE

▸TRAJECTORY▸CURVE▸BREAK TIMING

AVERAGE

SLOW (CP 250)

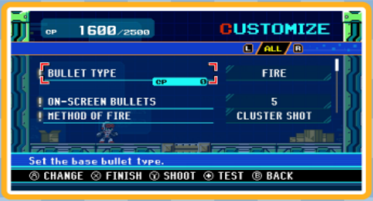
Bullets ascend as they fly.

You can move, jump, and shoot in Test Mode. ⊕ Cancel

Test out all the changes you made!

# Character Growth

By clearing stages and collecting certain drops from enemies, you can increase your maximum Cost Points. Increase your CP, power up your character, and try to tackle those tougher stages once again!



CP 1600/2500 CUSTOMIZE

L / ALL / R

BULLET TYPE — FIRE (CP 0)

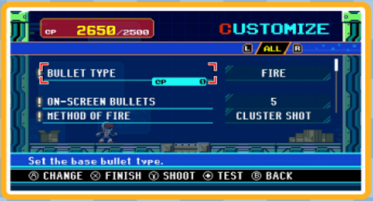
ON-SCREEN BULLETS — 5

METHOD OF FIRE — CLUSTER SHOT

Set the base bullet type.

Ⓐ CHANGE ⊗ FINISH Ⓨ SHOOT ⊕ TEST Ⓑ BACK

Keep upgrades within your max CP.



CP 2650/2500 CUSTOMIZE

L / ALL / R

BULLET TYPE — FIRE (CP 0)

ON-SCREEN BULLETS — 5

METHOD OF FIRE — CLUSTER SHOT

Set the base bullet type.

Ⓐ CHANGE ⊗ FINISH Ⓨ SHOOT ⊕ TEST Ⓑ BACK

You're over the limit, so you can't use this setup!

Cost Points aren't just used for customizing your shot though. They can be used to increase your character's attack power and defense or enable diagonal fire or charge shots. Try them and discover the best combination for your play style!

CP 1250
4060
COMBO 7
03
RETRY 0
TIME 01:40.03

DIAGONAL (Beck)
Take aim at enemies overhead and fire!

CP 2350
7280
COMBO 0
03
RETRY 1
TIME 04:40.35

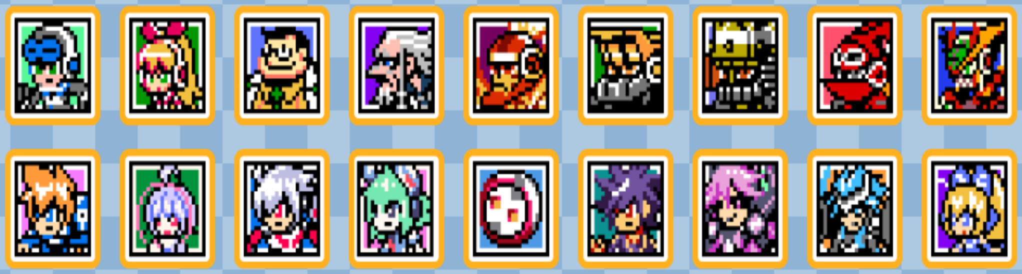
CHARGE SHOT
Assign and use different customization options together.

## Negative Statuses

There are also customization options that inflict a negative status effect on the character in exchange for lowering CP consumed. Due to these handicaps, you will earn extra bonus points whenever you clear a stage. Will you take a handicap to try for a higher score?

# Pixel Stickers

Pixel Stickers are icons that feature 8-bit versions of numerous characters (and more) that are scattered throughout the game. These stickers can be obtained by discovering them as you traverse stages, by obtaining rare drops by defeating enemies, and many other ways too. You can view your Pixel Stickers on the Collection screen and use them as icons for your Custom Shots.



### Keeping Track of Sticker Collections

Once a Pixel Sticker is collected, it counts as being collected across all save files.

# HD Rumble Feature on Nintendo Switch

There are many areas in the game that at first glance look like normal walls/terrain, but when you shoot them, they can be destroyed. On the Nintendo Switch version, by using Cost Points on an ability called Dowsing, the HD Rumble feature will kick in when you draw close to a suspicious area. The Dowsing ability goes a really long way when it comes to hunting down hidden items, so make sure you get your hands on the Dowsing module.

※ Hint: The module is hidden in the opening stage.

CP
950
3300
COMBO
1
TIME
10:26.61

# Beck

Beck is a robot created by Dr. White who has the ability to think and feel. His ability to absorb Xel from robots and learn their abilities has been disabled during his training session, so he no longer has access to those abilities while stuck in this virtual world.

His only weapon is a new armament entrusted to him by Dr. White.

## STORY

Beck has successfully returned his 8 robot siblings who were rampaging all throughout the nation back to normal. Hoping to be better prepared for such situations in the future, Dr. White expedited the completion of an advanced weapon system that he had been researching for a while. Beck was training while deep inside a virtual world made my Dr. White, but when he completed his session, he wasn’t able to leave. That is when he meant a young man named Gunvolt, who by his own power, trapped Beck inside this virtual space. Will Beck be able escape this virtual world and reveal Gunvolt’s intentions.

**Attack Style**

As Beck progresses through the game’s stages, he’ll collect different bullet types. These give him a lot of freedom to customize his attacks.

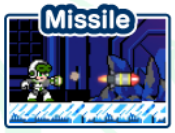
Fire

Crystal

Spark

Drill

Normal


Missile

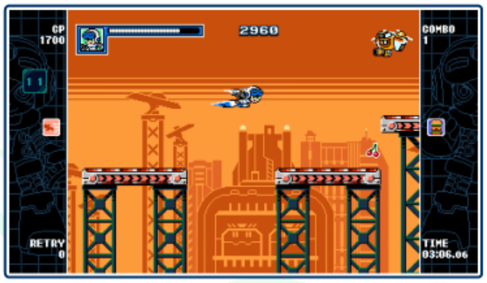
Gyro

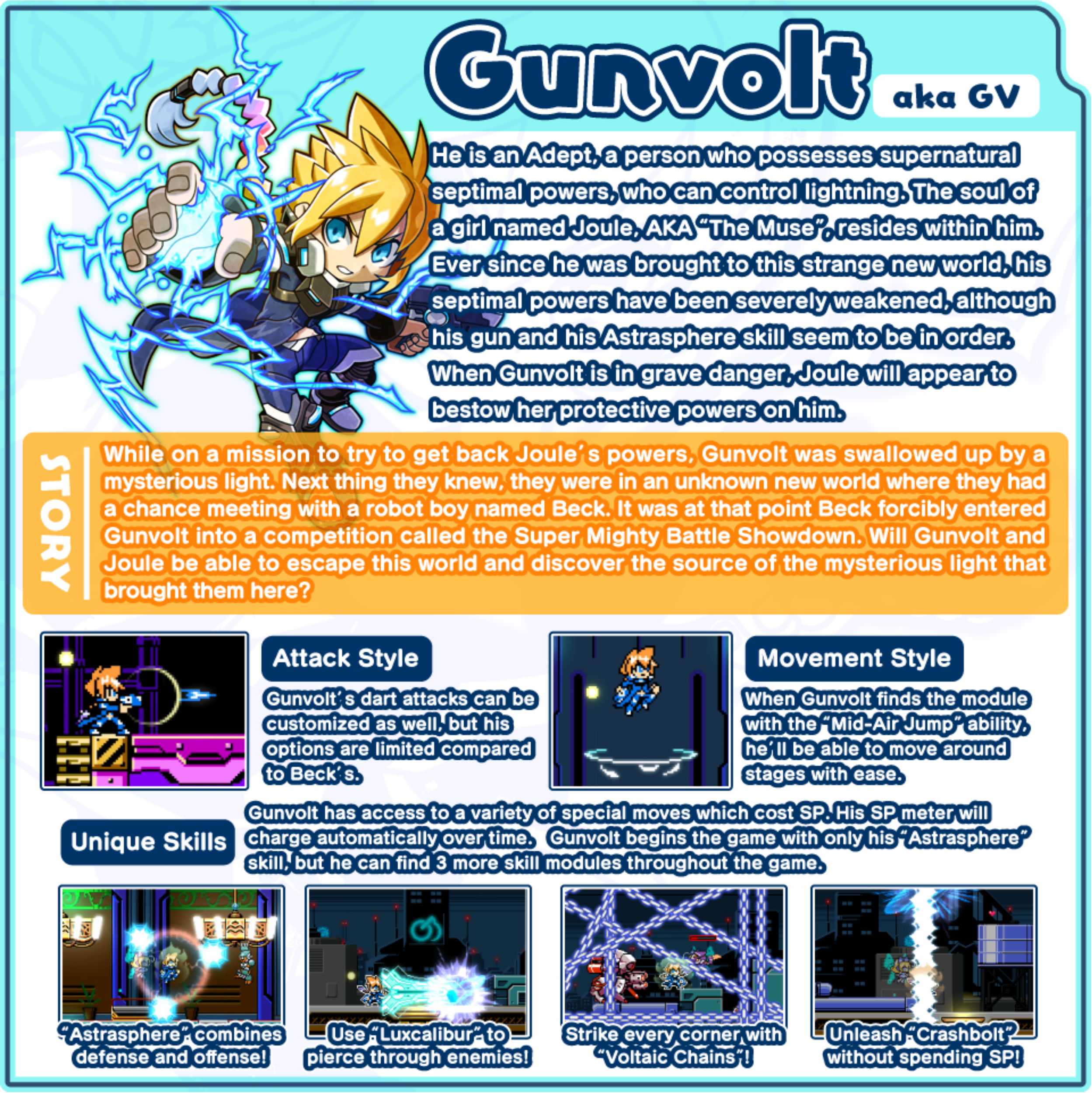
Blade

Tracer

**Movement Style**

By equipping a special module, Beck can use the “Air Dash” ability to blaze through stages.





# Gunvolt

aka GV

He is an Adept, a person who possesses supernatural septimal powers, who can control lightning. The soul of a girl named Joule, AKA "The Muse", resides within him. Ever since he was brought to this strange new world, his septimal powers have been severely weakened, although his gun and his Astrasphere skill seem to be in order. When Gunvolt is in grave danger, Joule will appear to bestow her protective powers on him.

**STORY**

While on a mission to try to get back Joule's powers, Gunvolt was swallowed up by a mysterious light. Next thing they knew, they were in an unknown new world where they had a chance meeting with a robot boy named Beck. It was at that point Beck forcibly entered Gunvolt into a competition called the Super Mighty Battle Showdown. Will Gunvolt and Joule be able to escape this world and discover the source of the mysterious light that brought them here?

**Attack Style**

Gunvolt's dart attacks can be customized as well, but his options are limited compared to Beck's.

**Movement Style**

When Gunvolt finds the module with the "Mid-Air Jump" ability, he'll be able to move around stages with ease.

**Unique Skills**

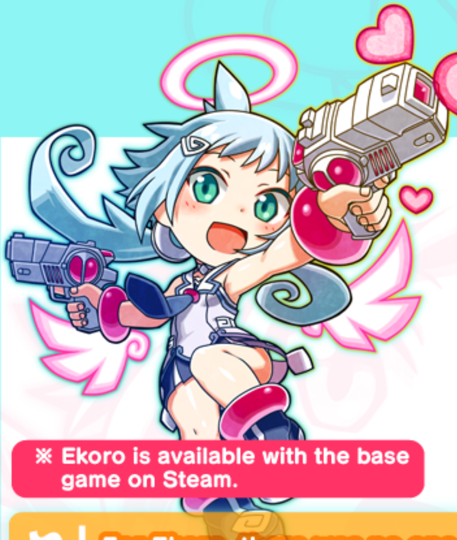
Gunvolt has access to a variety of special moves which cost SP. His SP meter will charge automatically over time. Gunvolt begins the game with only his "Astrasphere" skill, but he can find 3 more skill modules throughout the game.

"Astrasphere" combines defense and offense!

Use "Luxcalibur" to pierce through enemies!

Strike every corner with "Voltaic Chains"!

Unleash "Crashbolt" without spending SP!



# Ekoro

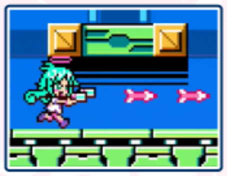
## DLC Character

A self-proclaimed "elite" angel has descended from the heavens. Although she can't use her popularity-inducing powers in the game world, her wings give her jump an extra "oomph" over the other characters. Her basic attack, the Angel's Arrow, is a little weak. However, she has the power of the Goddess's Blessing to compensate. Using this unique system to raise her firepower is crucial!

※ Ekoro is available with the base game on Steam.

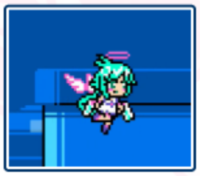
**STORY**

For Ekoro, there was no one she admired more than Patako, her upperclassman at the Angel Academy. So when Patako recommended a game for Ekoro, she was ready to play. Even though Ekoro was no gamer, she felt her heart race as she put on the special HMD (Head Mounted Display) and entered the game world.Who knows if she will be able to finish the game, though...



### Attack Style

Ekoro fires Angel's Arrows to damage enemies. They can be customized to an extent.

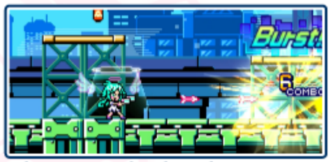


### Movement Style

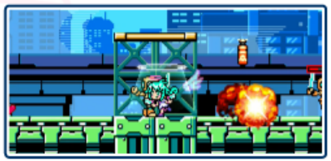
With a special module, Ekoro can hover in the air for a short while.

### Unique Skills

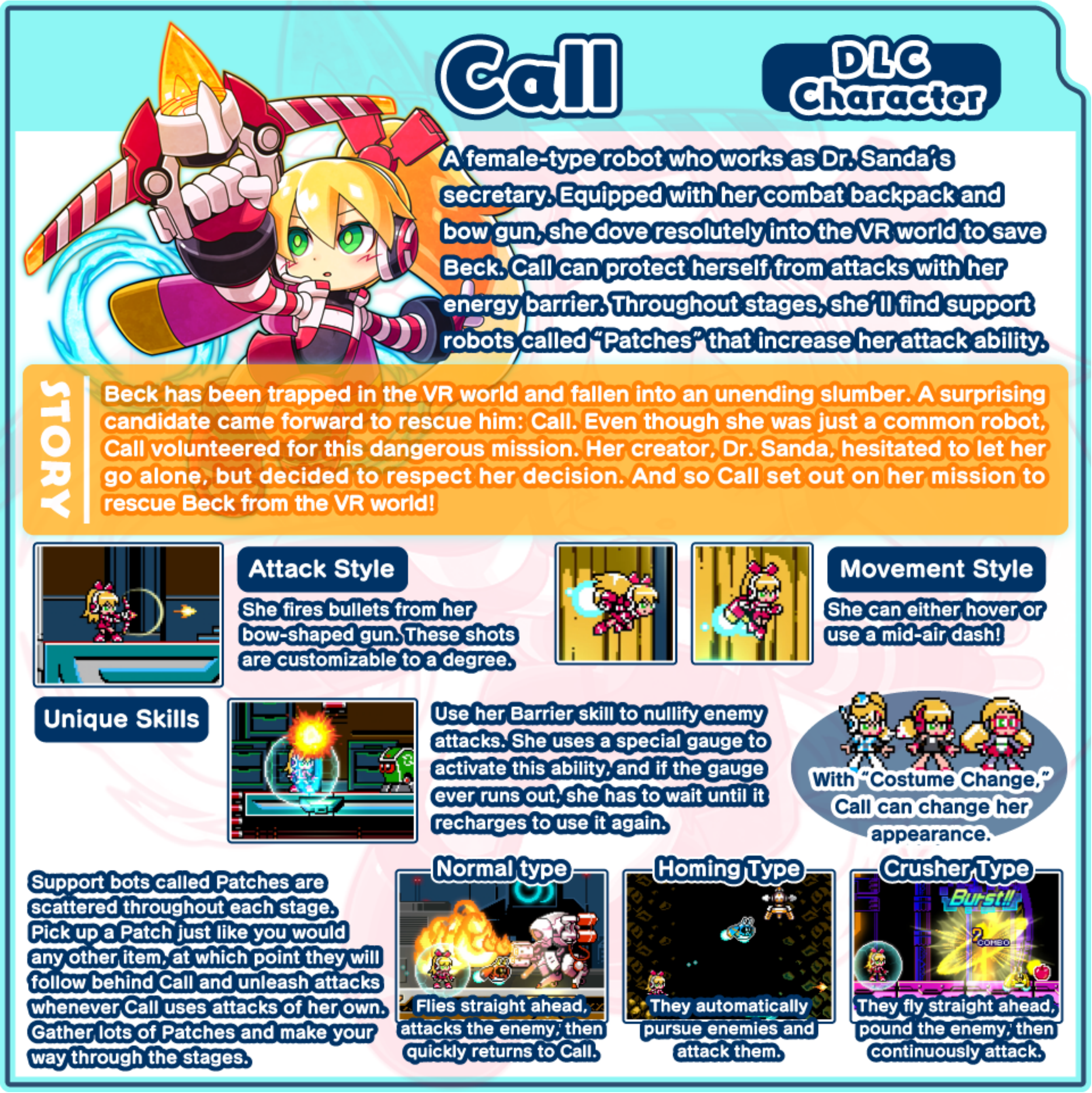
As you defeat enemies, Ekoro's special gauge will fill. When the gauge is over 50%, you can activate the Goddess's Blessing. The gauge will begin depleting, and Ekoro will gain temporary invincibility and a boost to her attack power until the gauge reaches zero.



Ekoro gets both a damage boost and a Burst for every enemy she defeats, no matter how far away they are.



Ekoro doesn't have much health, so use your invincibility wisely!



# Call

DLC Character

A female-type robot who works as Dr. Sanda's secretary. Equipped with her combat backpack and bow gun, she dove resolutely into the VR world to save Beck. Call can protect herself from attacks with her energy barrier. Throughout stages, she'll find support robots called "Patches" that increase her attack ability.

**STORY**

Beck has been trapped in the VR world and fallen into an unending slumber. A surprising candidate came forward to rescue him: Call. Even though she was just a common robot, Call volunteered for this dangerous mission. Her creator, Dr. Sanda, hesitated to let her go alone, but decided to respect her decision. And so Call set out on her mission to rescue Beck from the VR world!

**Attack Style**

She fires bullets from her bow-shaped gun. These shots are customizable to a degree.

**Movement Style**

She can either hover or use a mid-air dash!

**Unique Skills**

Use her Barrier skill to nullify enemy attacks. She uses a special gauge to activate this ability, and if the gauge ever runs out, she has to wait until it recharges to use it again.

With "Costume Change," Call can change her appearance.

Support bots called Patches are scattered throughout each stage. Pick up a Patch just like you would any other item, at which point they will follow behind Call and unleash attacks whenever Call uses attacks of her own. Gather lots of Patches and make your way through the stages.

**Normal type**

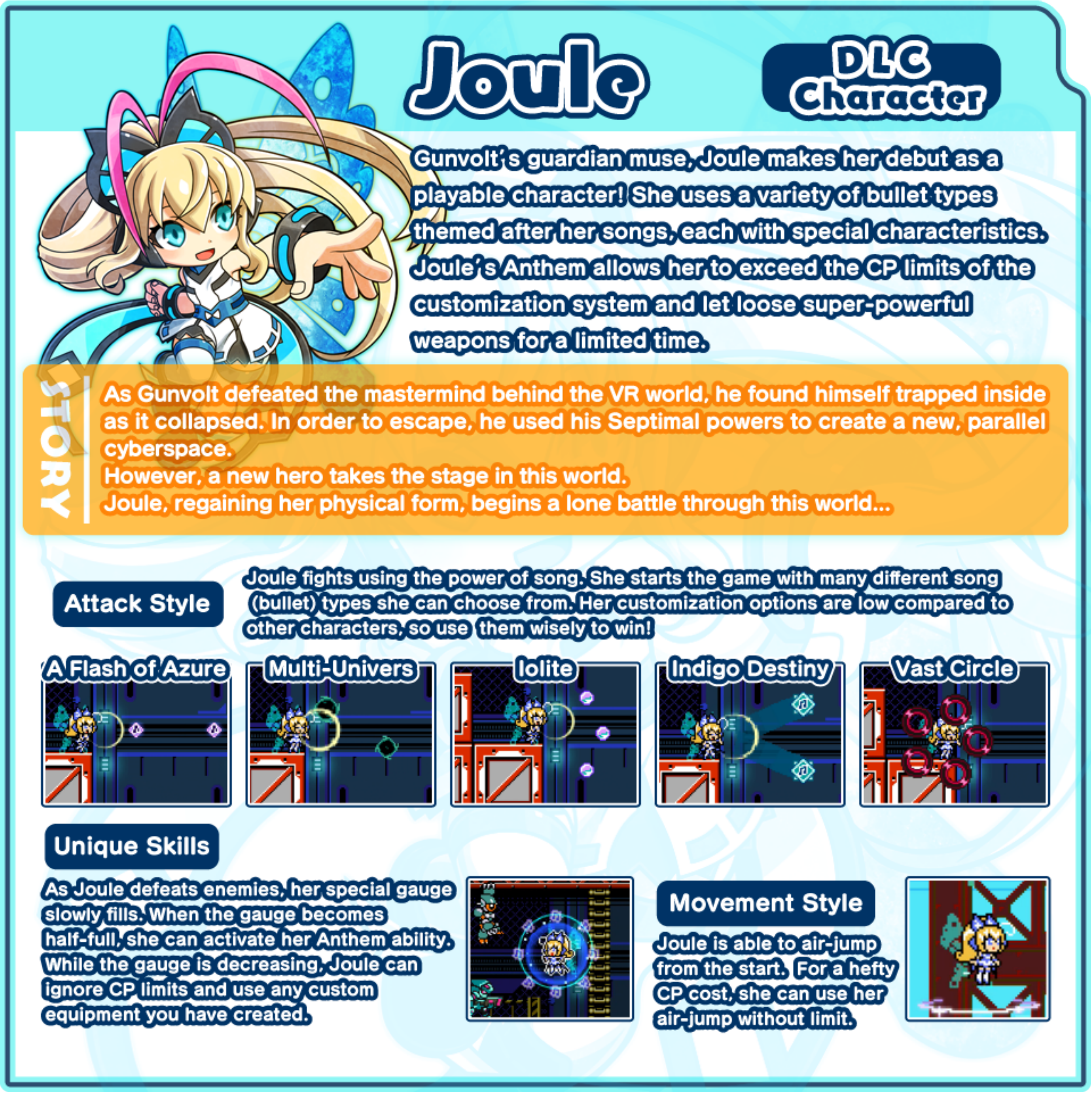
Flies straight ahead, attacks the enemy, then quickly returns to Call.

**Homing Type**

They automatically pursue enemies and attack them.

**Crusher Type**

They fly straight ahead, pound the enemy, then continuously attack.



# Joule

**DLC Character**

Gunvolt's guardian muse, Joule makes her debut as a playable character! She uses a variety of bullet types themed after her songs, each with special characteristics. Joule's Anthem allows her to exceed the CP limits of the customization system and let loose super-powerful weapons for a limited time.

**STORY**

As Gunvolt defeated the mastermind behind the VR world, he found himself trapped inside as it collapsed. In order to escape, he used his Septimal powers to create a new, parallel cyberspace.
However, a new hero takes the stage in this world.
Joule, regaining her physical form, begins a lone battle through this world...

## Attack Style

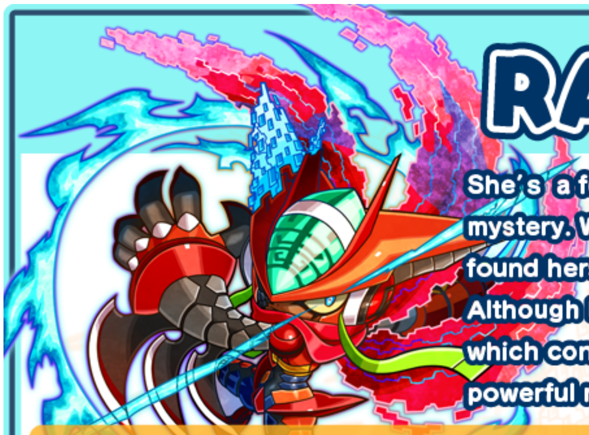
Joule fights using the power of song. She starts the game with many different song (bullet) types she can choose from. Her customization options are low compared to other characters, so use them wisely to win!

## Unique Skills

As Joule defeats enemies, her special gauge slowly fills. When the gauge becomes half-full, she can activate her Anthem ability. While the gauge is decreasing, Joule can ignore CP limits and use any custom equipment you have created.

## Movement Style

Joule is able to air-jump from the start. For a hefty CP cost, she can use her air-jump without limit.



# RAY

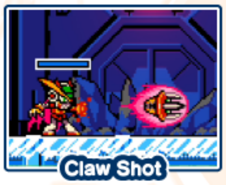
**DLC Character**

She's a female-type robot whose origins are shrouded in mystery. While collecting information on Dr. White, she found herself hacking into the virtual world he created. Although RAY is hampered by her "Xel Decay" condition, which constantly drains her health, she is an extremely powerful robot who can make short work of her enemies.

## STORY

While the United States was in the midst of a nationwide incident with robots on the rampage, one robot, capable of independent thought, forged her own path of destruction. She is RAY, "The Crimson Destroyer." Retaining only fragments of her memory, she is in relentless pursuit of a certain individual by means of hacking her way through the nation's networks. She heard a "voice" echo through the sea of cyberspace, and before she knew it, was standing at the precipice of the virtual world created by Dr. White. RAY takes the first step on a new path of destruction...

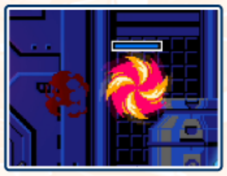
## Attack Style



Claw Shot

RAY uses both arms to attack. Her damage output is high, but these attacks have short range and slow rate of fire. However, she also has a normal shot that is very similar to Beck's.

## Movement Style

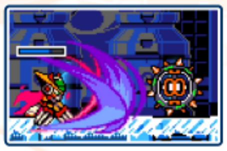


RAY performs a mid-air spinning tackle attack. Any enemy hit will take damage, while RAY will bounce of them unharmed.

※A special module is required to use this ability.

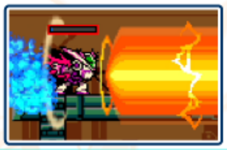
## Unique Skills

RAY has a effect called Xel Decay that slowly drains her health over time, but every time she attacks an enemy, she recovers a small amount of health. Xel Decay is initially set to ON, but can be turned off at any time on the Customization menu.



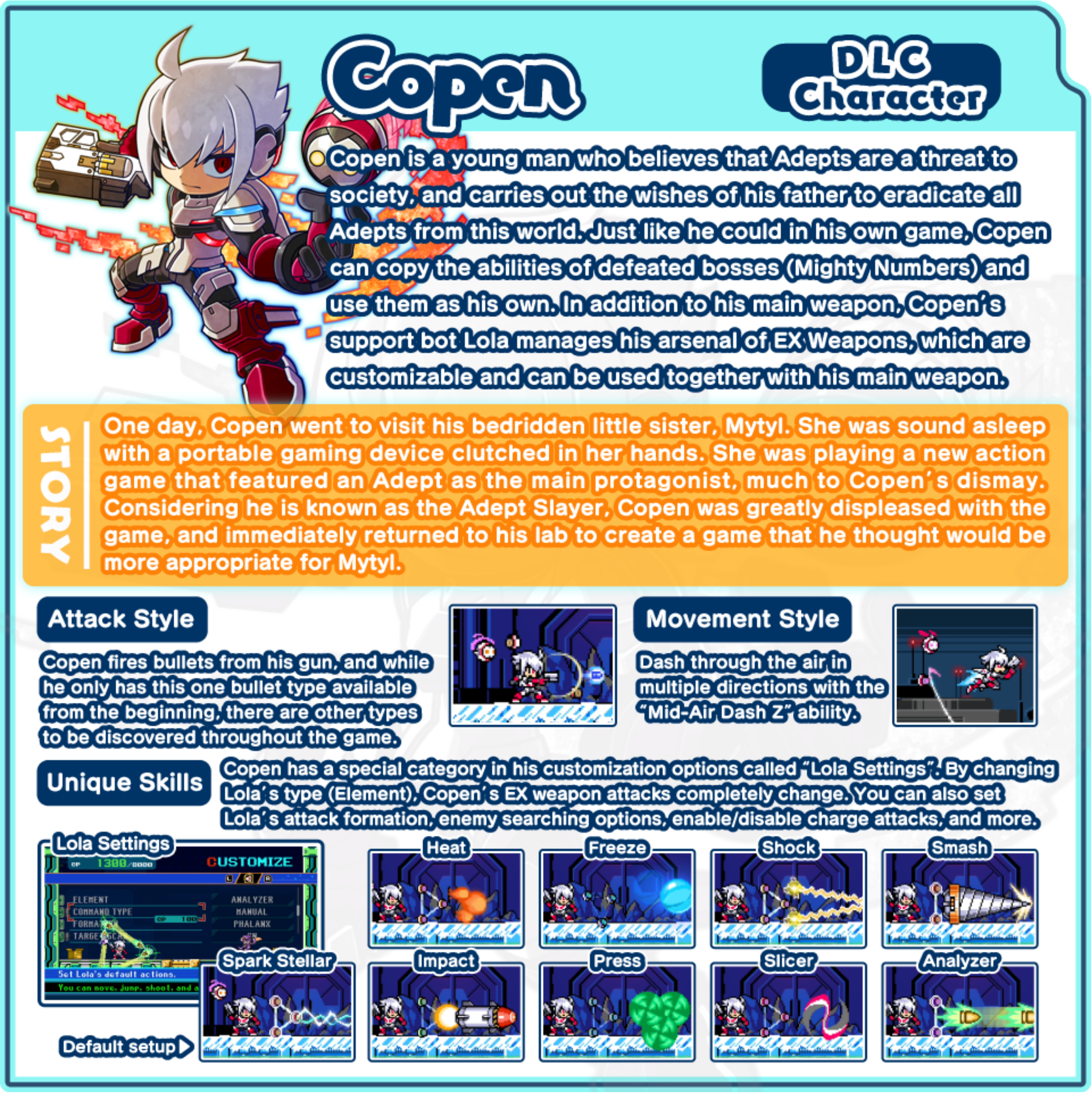
**Chaos Claws**

Shred enemies to bits with successive slashes.



**Collapse Ray**

Its power is determined by charge time and current Burst Combo.



# Copen

DLC Character

Copen is a young man who believes that Adepts are a threat to society, and carries out the wishes of his father to eradicate all Adepts from this world. Just like he could in his own game, Copen can copy the abilities of defeated bosses (Mighty Numbers) and use them as his own. In addition to his main weapon, Copen's support bot Lola manages his arsenal of EX Weapons, which are customizable and can be used together with his main weapon.

STORY

One day, Copen went to visit his bedridden little sister, Mytyl. She was sound asleep with a portable gaming device clutched in her hands. She was playing a new action game that featured an Adept as the main protagonist, much to Copen's dismay. Considering he is known as the Adept Slayer, Copen was greatly displeased with the game, and immediately returned to his lab to create a game that he thought would be more appropriate for Mytyl.

## Attack Style

Copen fires bullets from his gun, and while he only has this one bullet type available from the beginning, there are other types to be discovered throughout the game.

## Movement Style

Dash through the air in multiple directions with the "Mid-Air Dash Z" ability.

## Unique Skills

Copen has a special category in his customization options called "Lola Settings". By changing Lola's type (Element), Copen's EX weapon attacks completely change. You can also set Lola's attack formation, enemy searching options, enable/disable charge attacks, and more.

Lola Settings

Set Lola's default actions.

You can move, jump, shoot, and a

Default setup

CP 1300/0000
CUSTOMIZE
L
R
ELEMENT
COMMAND TYPE
FORMATION
TARGET SCAN
ANALYZER
MANUAL
PHALANX
CP 100
Spark Stellar
Heat
Freeze
Shock
Smash
Impact
Press
Slicer
Analyzer

# Kurona

**DLC Character**

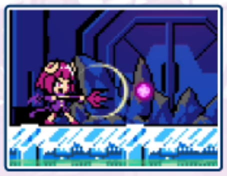
Kurona is a neophyte demon who was sent to the human world to cause trouble and pull pranks. She has faster movement speed when compared to other characters...maybe because she is always running away from persistent demon hunters. Like Ekoro, her standard attack power is a bit low, but when she releases her inner demonic powers, she sees a rapid increase in her damage capabilities.

### STORY

Kurona had snuck into the P.E. storage room at a certain academy, and discovered a portable gaming device that looked like it had been left behind there. When she realized that the game cart in the system had never been played before, she decided to give it a whirl. "Kyehehe! This is pristine as HELL! I'm gonna beat it before its owner can!" As a demon, pulling pranks is what Kurona is all about, and she was determined make this prank count.

## Attack Style

Fire energy shots from the tip of your Demon Spear. Shots are customizable to a certain degree.



## Movement Style

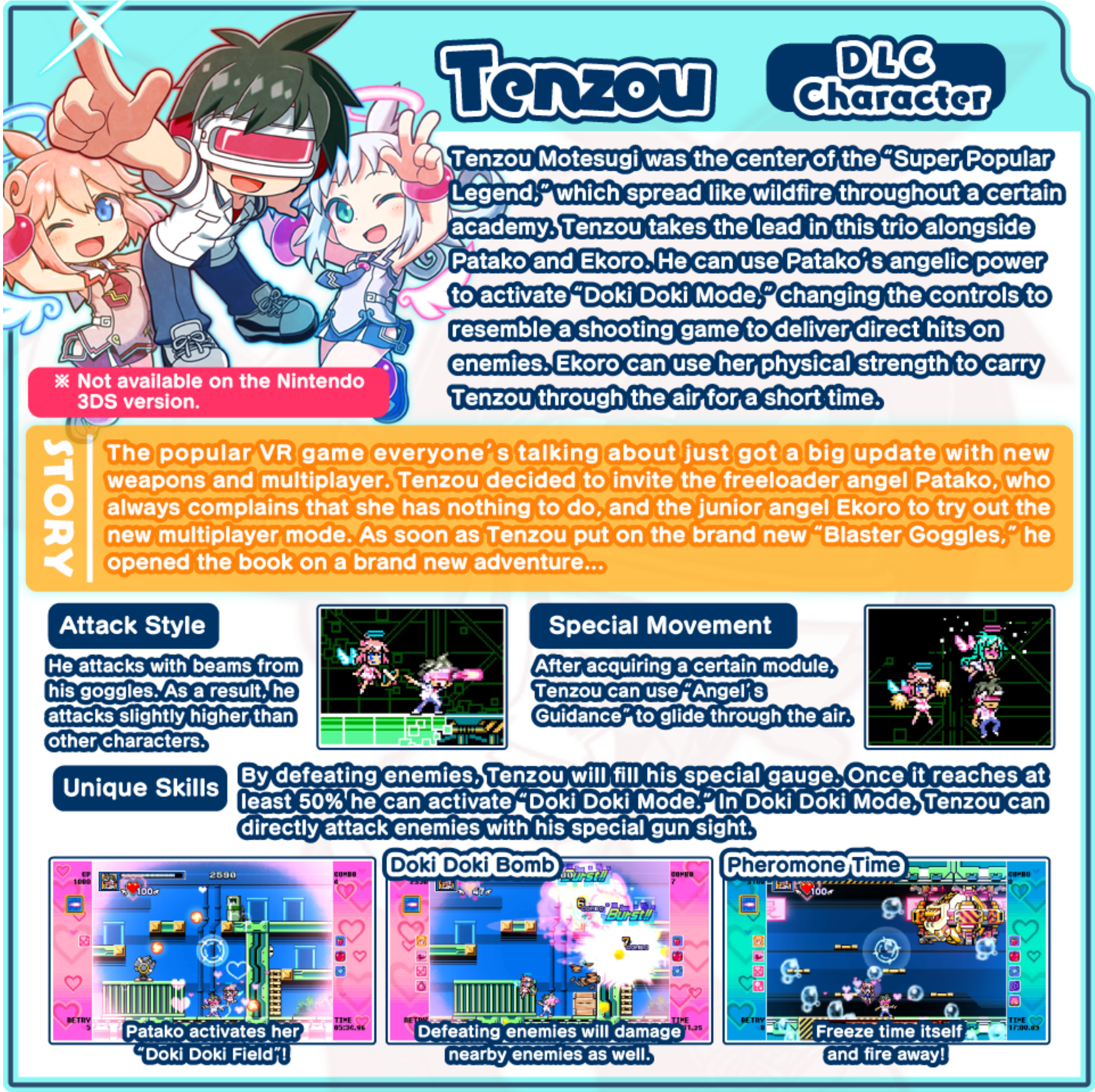
Just like Ekoro, Kurona has the Hovering ability that allows her to fly straight through the air for a short time.

## Unique Skills

Take down shield-bearing enemies with ease!

Deal damage to enemies to build up your special gauge. Once your gauge is at least half full, you can unleash your inner demonic power. Your bullets will have the ability to deal more damage and pierce through shields until the gauge runs out.

Aim your spear downwards, and rain down the pain on your foes' heads.



# Tenzou

**DLC Character**

※ Not available on the Nintendo 3DS version.

Tenzou Motesugi was the center of the "Super Popular Legend," which spread like wildfire throughout a certain academy. Tenzou takes the lead in this trio alongside Patako and Ekoro. He can use Patako's angelic power to activate "Doki Doki Mode," changing the controls to resemble a shooting game to deliver direct hits on enemies. Ekoro can use her physical strength to carry Tenzou through the air for a short time.

**STORY**

The popular VR game everyone's talking about just got a big update with new weapons and multiplayer. Tenzou decided to invite the freeloader angel Patako, who always complains that she has nothing to do, and the junior angel Ekoro to try out the new multiplayer mode. As soon as Tenzou put on the brand new "Blaster Goggles," he opened the book on a brand new adventure...

## Attack Style

He attacks with beams from his goggles. As a result, he attacks slightly higher than other characters.

## Special Movement

After acquiring a certain module, Tenzou can use "Angel's Guidance" to glide through the air.

## Unique Skills

By defeating enemies, Tenzou will fill his special gauge. Once it reaches at least 50% he can activate "Doki Doki Mode." In Doki Doki Mode, Tenzou can directly attack enemies with his special gun sight.

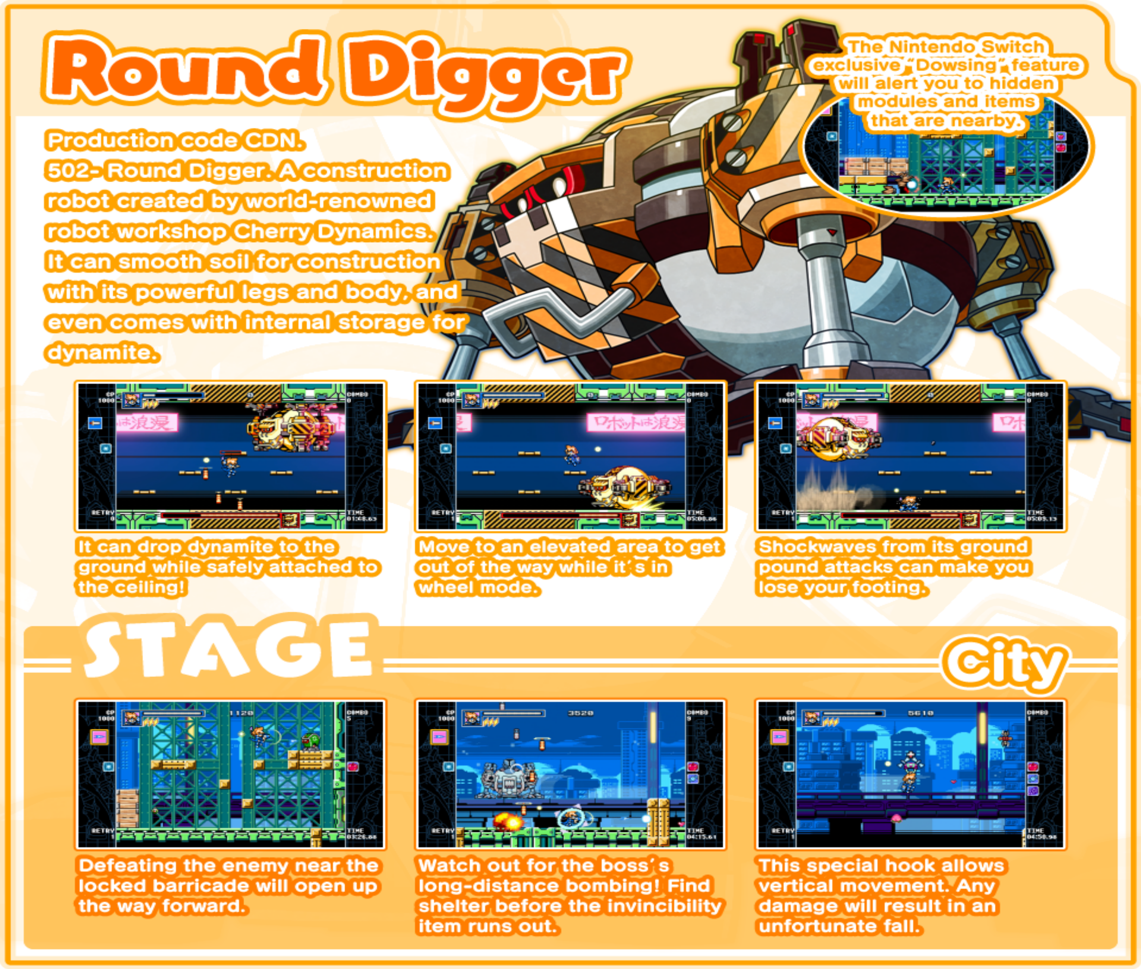
Patako activates her "Doki Doki Field"!

**Doki Doki Bomb**

Defeating enemies will damage nearby enemies as well.

**Pheromone Time**

Freeze time itself and fire away!



# Round Digger

Production code CDN. 502- Round Digger. A construction robot created by world-renowned robot workshop Cherry Dynamics. It can smooth soil for construction with its powerful legs and body, and even comes with internal storage for dynamite.

The Nintendo Switch exclusive "Dowsing" feature will alert you to hidden modules and items that are nearby.

It can drop dynamite to the ground while safely attached to the ceiling!

Move to an elevated area to get out of the way while it's in wheel mode.

Shockwaves from its ground pound attacks can make you lose your footing.

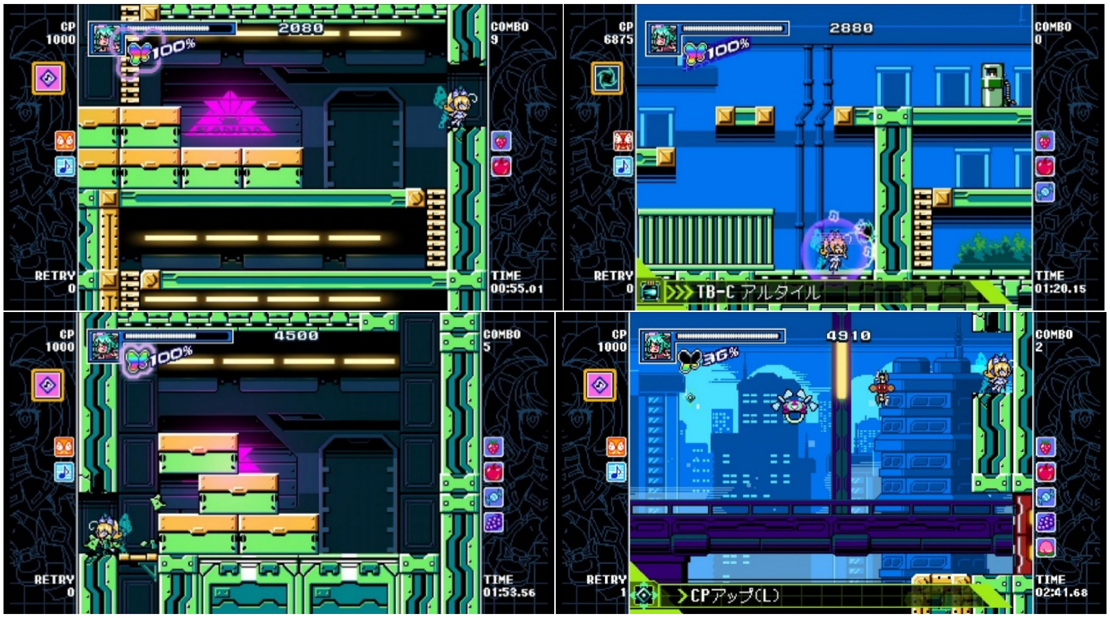
## STAGE City

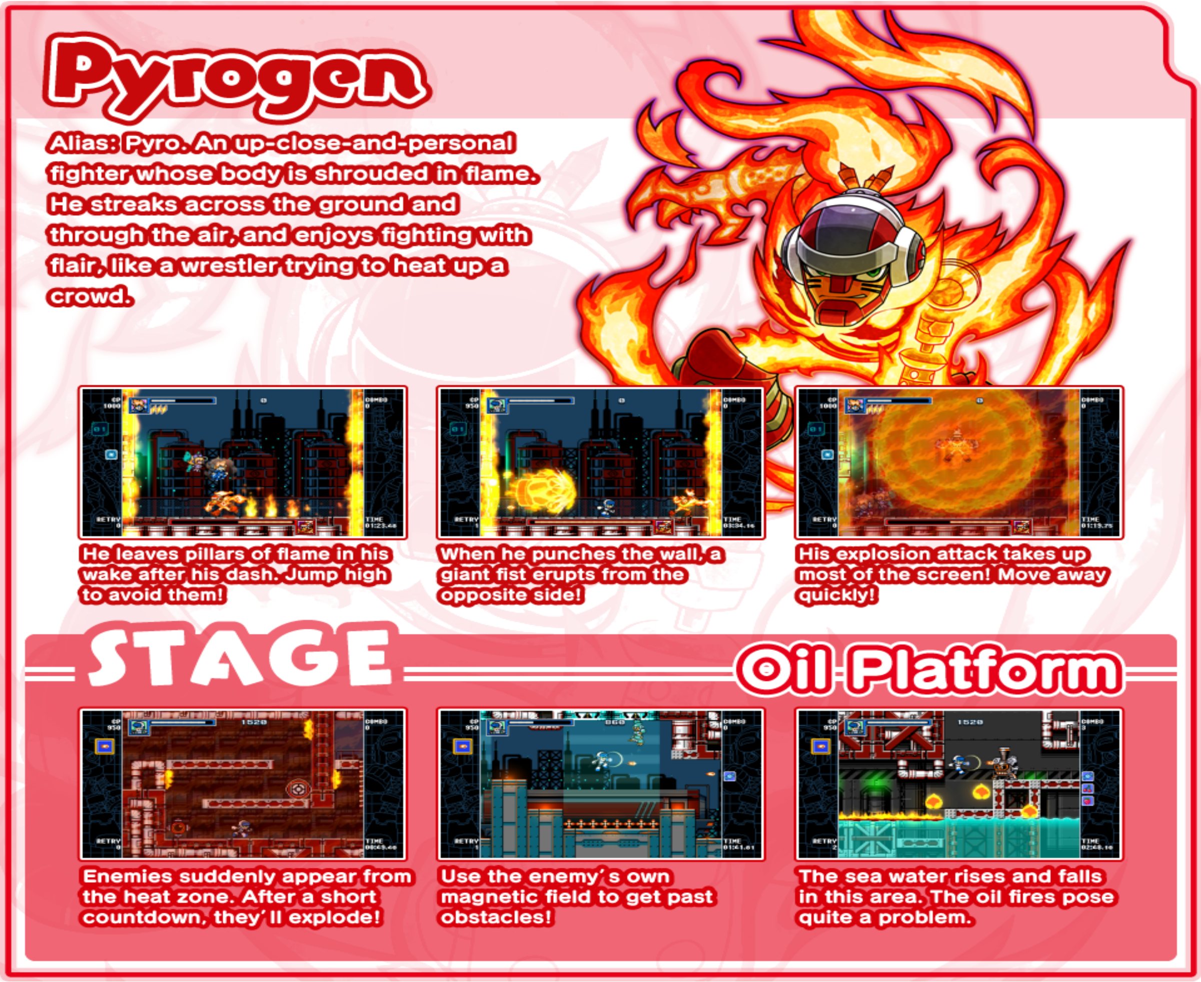
Defeating the enemy near the locked barricade will open up the way forward.

Watch out for the boss's long-distance bombing! Find shelter before the invincibility item runs out.

This special hook allows vertical movement. Any damage will result in an unfortunate fall.

## City Rare Item Locations


CP 1000
2080
COMBO 9
RETRY 0
TIME 00:55.01
CP 6875
2880
COMBO 0
RETRY 0
TIME 01:20.15
TB-C アルタイル
CP 1000
4500
COMBO 5
RETRY 0
TIME 01:53.56
CP 1000
4910
COMBO 2
RETRY 1
TIME 02:41.68
CPアップ(L)



## Pyrogen

Alias: Pyro. An up-close-and-personal fighter whose body is shrouded in flame. He streaks across the ground and through the air, and enjoys fighting with flair, like a wrestler trying to heat up a crowd.

He leaves pillars of flame in his wake after his dash. Jump high to avoid them!

When he punches the wall, a giant fist erupts from the opposite side!

His explosion attack takes up most of the screen! Move away quickly!

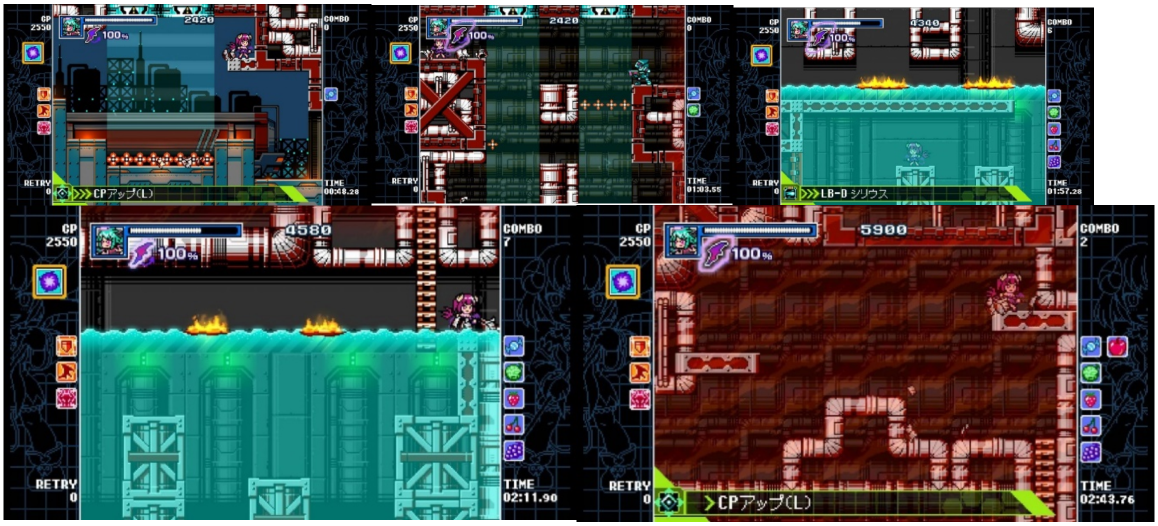
## STAGE Oil Platform

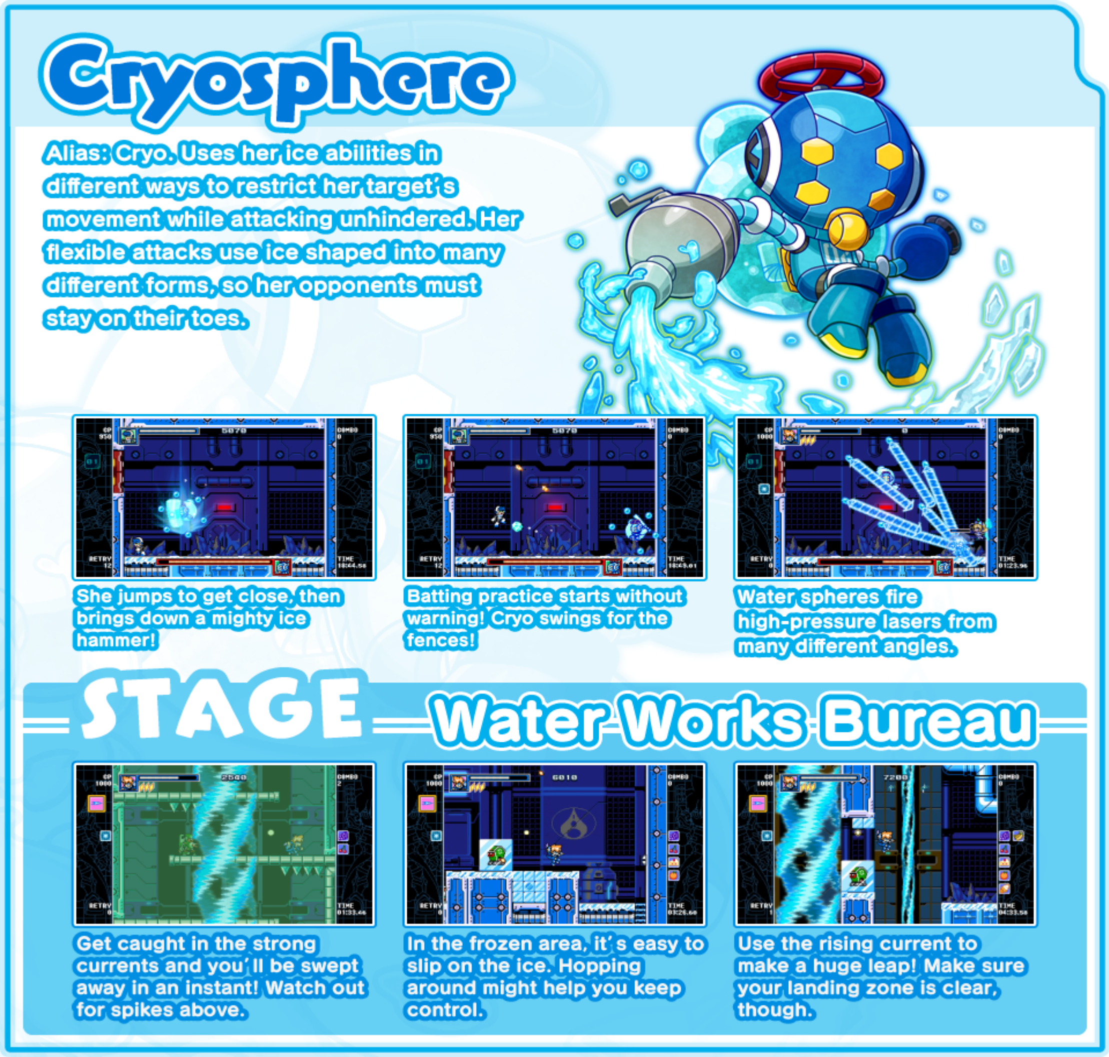
Enemies suddenly appear from the heat zone. After a short countdown, they'll explode!

Use the enemy's own magnetic field to get past obstacles!

The sea water rises and falls in this area. The oil fires pose quite a problem.

## Oil Platform Rare Item Locations


CP 2550
2420
COMBO 0
RETRY 0
TIME 00:48.28
CPアップ(L)
TIME 01:03.55
2340
LB-D シリウス
TIME 01:57.28
4580
COMBO 7
TIME 02:11.90
5900
COMBO 2
TIME 02:43.76
CPアップ(L)



# Cryosphere

Alias: Cryo. Uses her ice abilities in different ways to restrict her target's movement while attacking unhindered. Her flexible attacks use ice shaped into many different forms, so her opponents must stay on their toes.

She jumps to get close, then brings down a mighty ice hammer!

Batting practice starts without warning! Cryo swings for the fences!

Water spheres fire high-pressure lasers from many different angles.

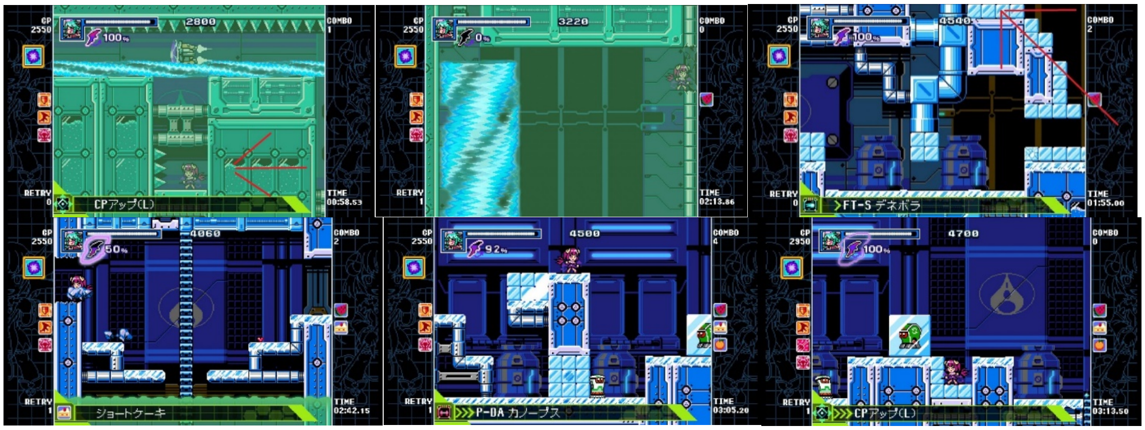
## STAGE Water Works Bureau

Get caught in the strong currents and you'll be swept away in an instant! Watch out for spikes above.

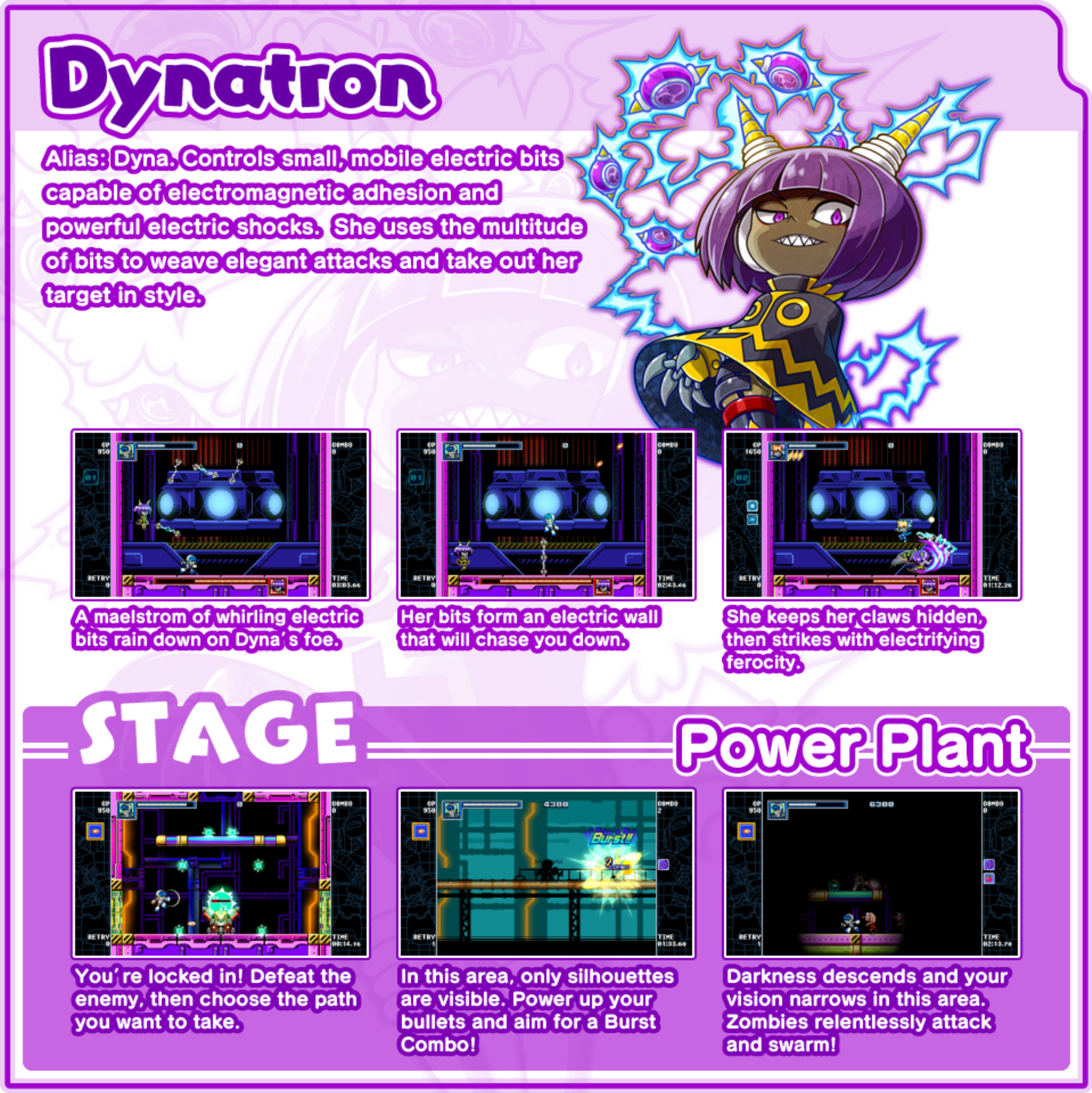
In the frozen area, it's easy to slip on the ice. Hopping around might help you keep control.

Use the rising current to make a huge leap! Make sure your landing zone is clear, though.

Water Works Bureau Rare Item Locations



Need Heat element to break ice block



## Dynatron

Alias: Dyna. Controls small, mobile electric bits capable of electromagnetic adhesion and powerful electric shocks. She uses the multitude of bits to weave elegant attacks and take out her target in style.

A maelstrom of whirling electric bits rain down on Dyna's foe.

Her bits form an electric wall that will chase you down.

She keeps her claws hidden, then strikes with electrifying ferocity.

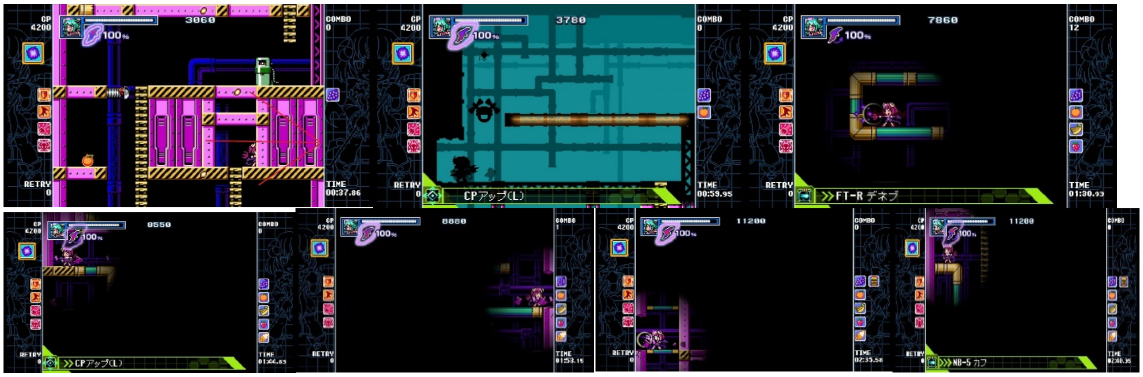
## STAGE Power Plant

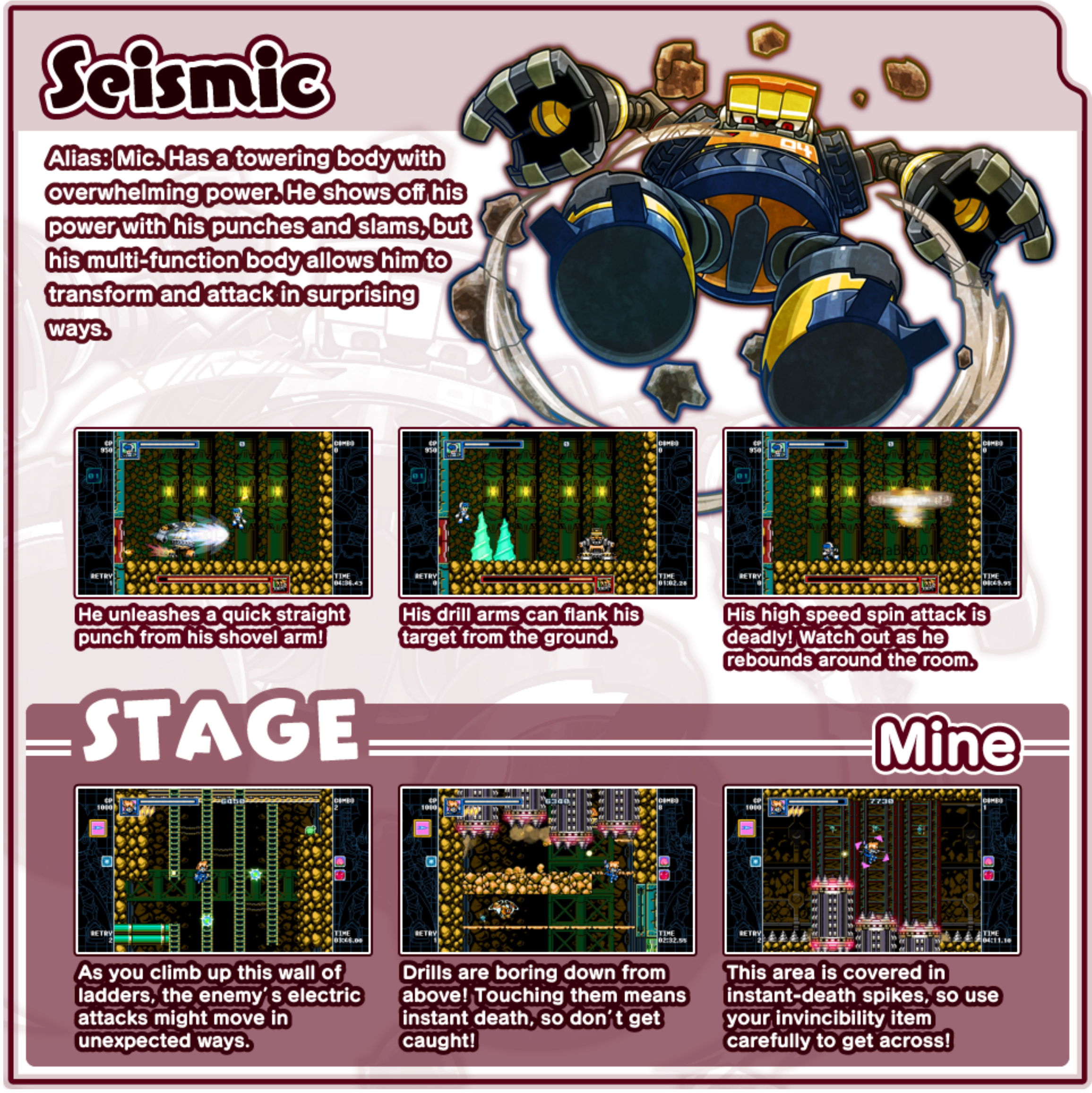
You're locked in! Defeat the enemy, then choose the path you want to take.

In this area, only silhouettes are visible. Power up your bullets and aim for a Burst Combo!

Darkness descends and your vision narrows in this area. Zombies relentlessly attack and swarm!

## Power Plant Rare Item Locations





## Seismic

Alias: Mic. Has a towering body with overwhelming power. He shows off his power with his punches and slams, but his multi-function body allows him to transform and attack in surprising ways.

He unleashes a quick straight punch from his shovel arm!

His drill arms can flank his target from the ground.

His high speed spin attack is deadly! Watch out as he rebounds around the room.

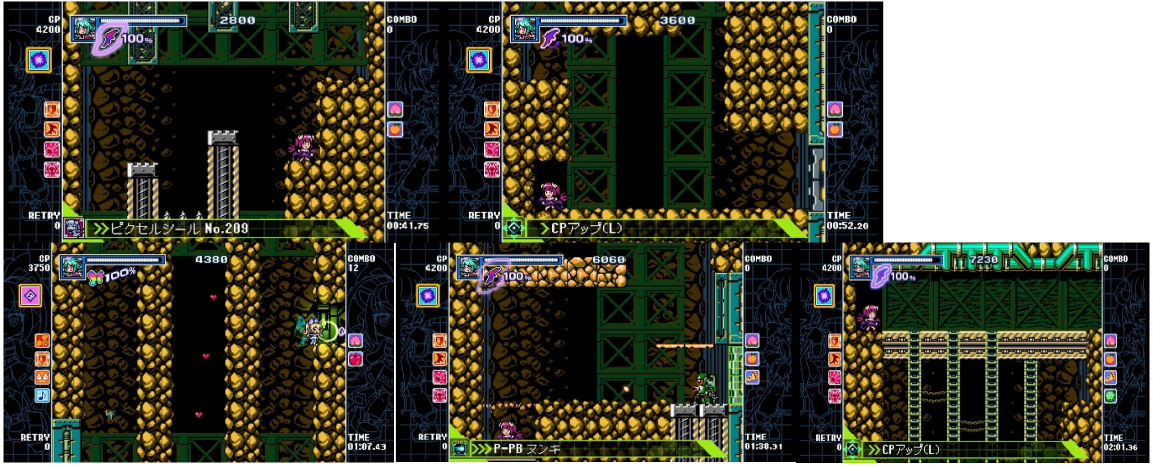
## STAGE Mine

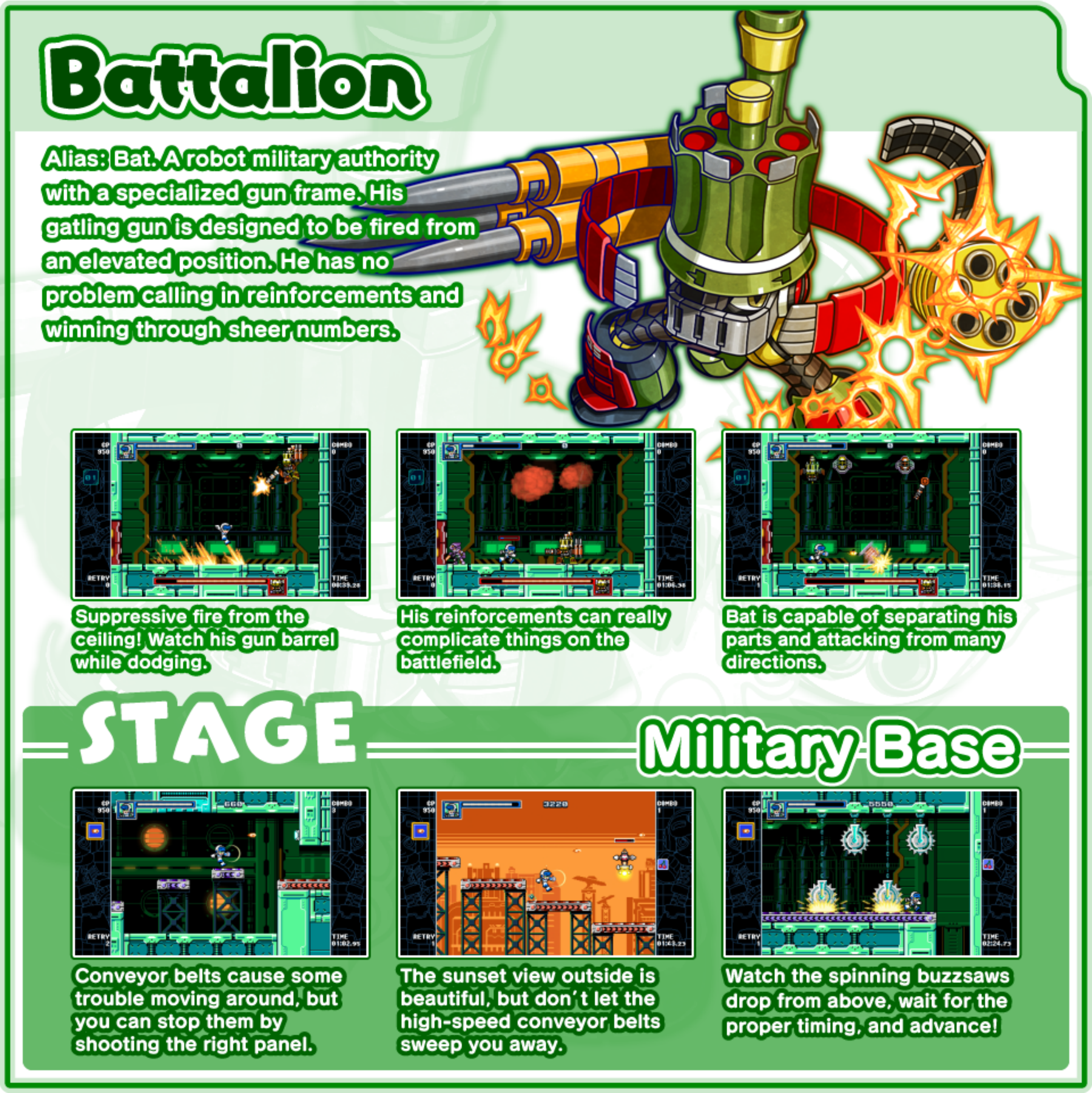
As you climb up this wall of ladders, the enemy's electric attacks might move in unexpected ways.

Drills are boring down from above! Touching them means instant death, so don't get caught!

This area is covered in instant-death spikes, so use your invincibility item carefully to get across!

## Mine Rare Item Locations (Need impact element to break block)





## Battalion

Alias: Bat. A robot military authority with a specialized gun frame. His gatling gun is designed to be fired from an elevated position. He has no problem calling in reinforcements and winning through sheer numbers.

Suppressive fire from the ceiling! Watch his gun barrel while dodging.

His reinforcements can really complicate things on the battlefield.

Bat is capable of separating his parts and attacking from many directions.

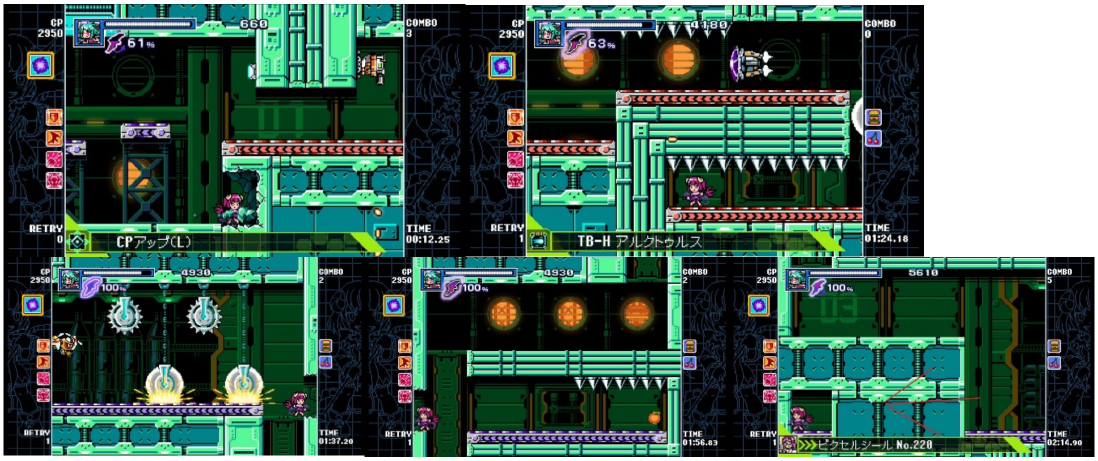
## STAGE Military Base

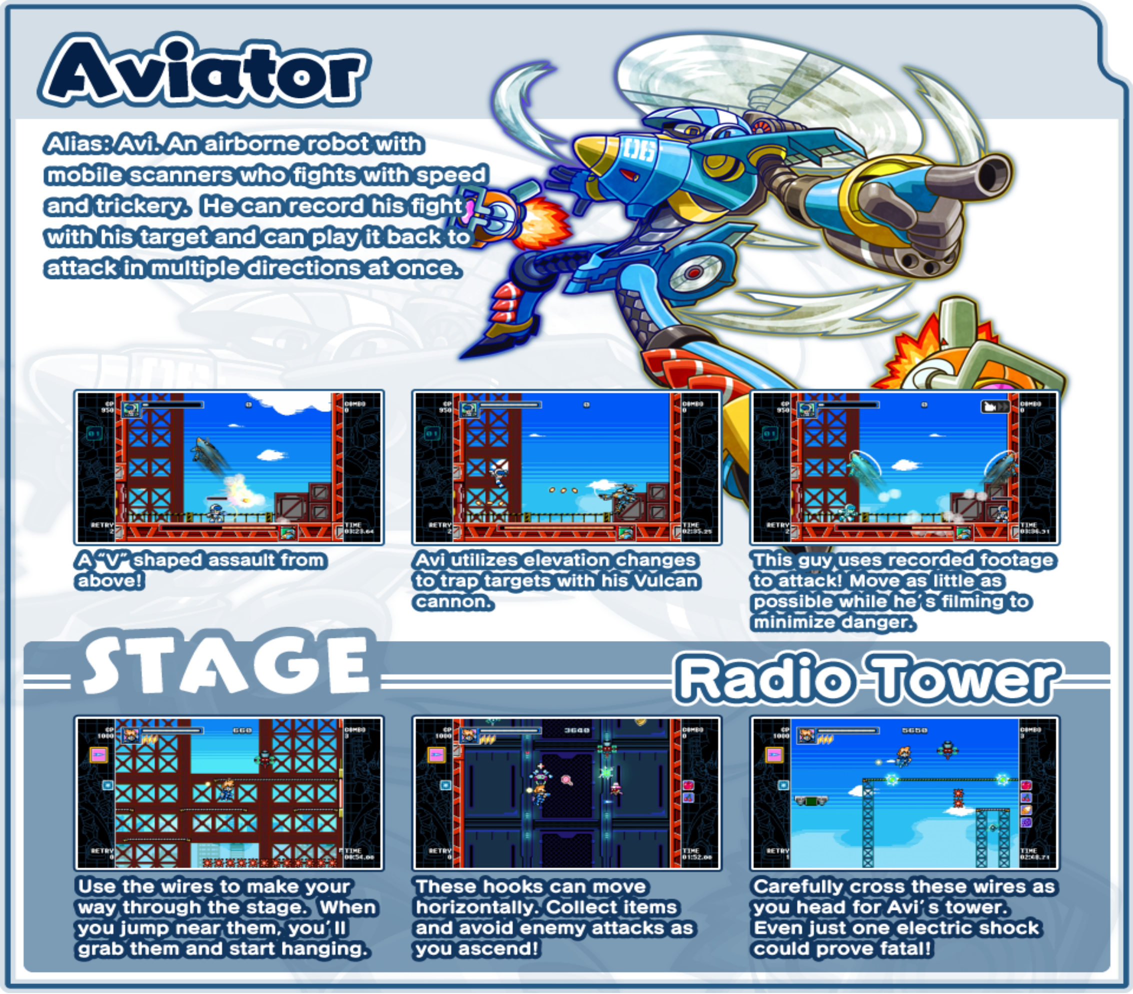
Conveyor belts cause some trouble moving around, but you can stop them by shooting the right panel.

The sunset view outside is beautiful, but don’t let the high-speed conveyor belts sweep you away.

Watch the spinning buzzsaws drop from above, wait for the proper timing, and advance!

## Military Base Rare Item Locations





## Aviator

Alias: Avi. An airborne robot with mobile scanners who fights with speed and trickery. He can record his fight with his target and can play it back to attack in multiple directions at once.

A "V" shaped assault from above!

Avi utilizes elevation changes to trap targets with his Vulcan cannon.

This guy uses recorded footage to attack! Move as little as possible while he's filming to minimize danger.

## STAGE Radio Tower

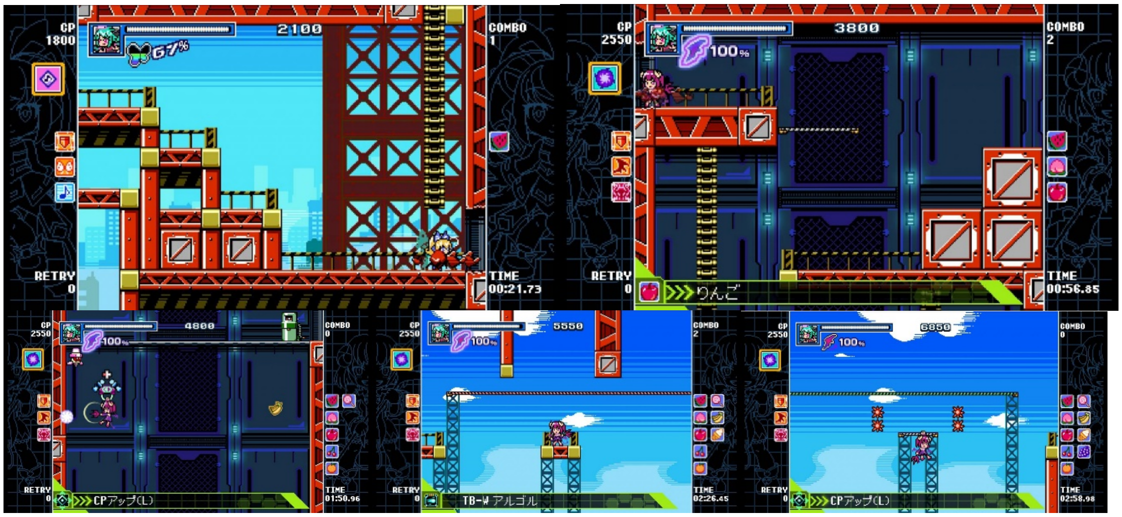
Use the wires to make your way through the stage. When you jump near them, you'll grab them and start hanging.

These hooks can move horizontally. Collect items and avoid enemy attacks as you ascend!

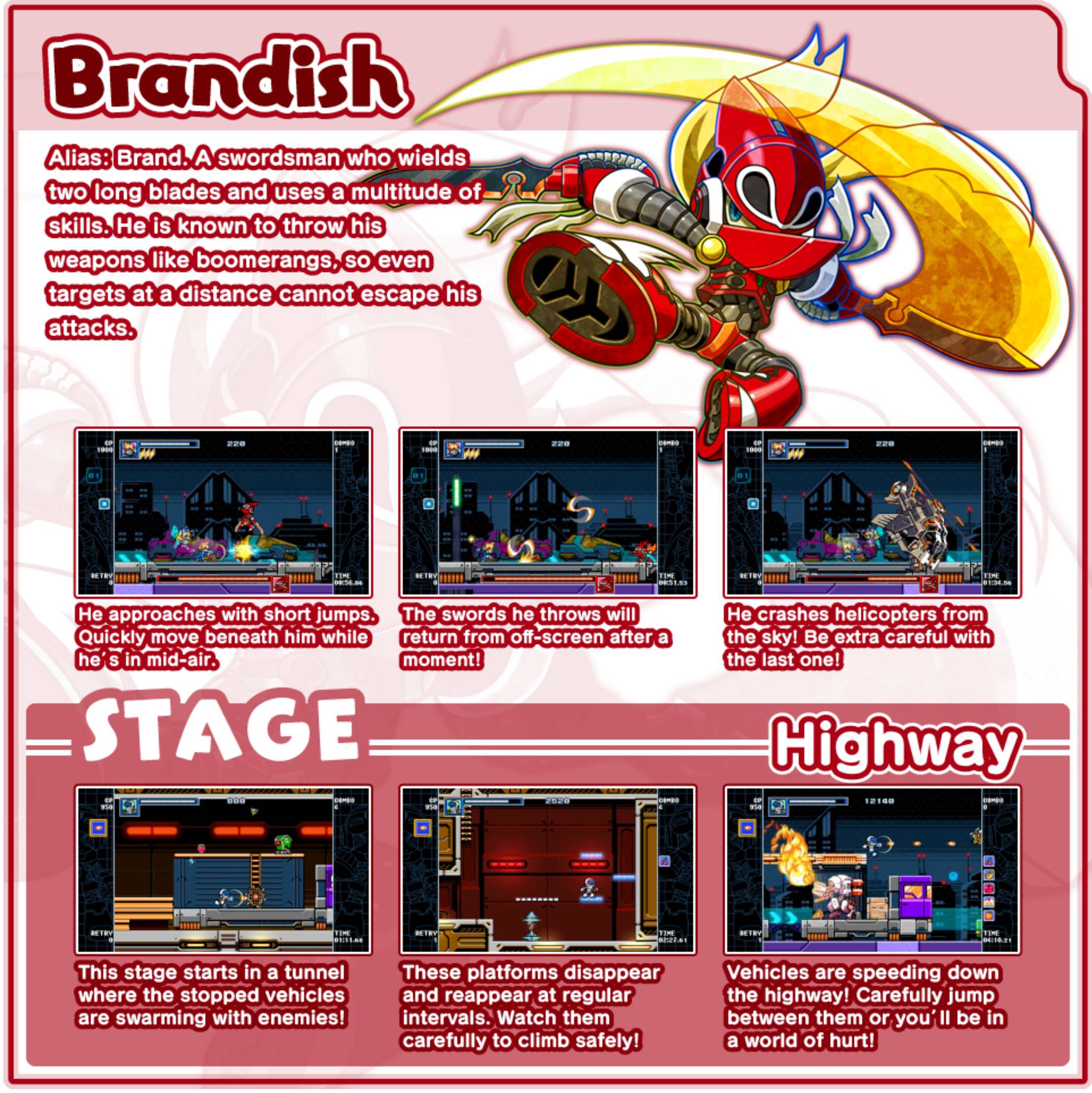
Carefully cross these wires as you head for Avi's tower. Even just one electric shock could prove fatal!

r

# Radio Tower Rare Item Locations



CP 1800
2100
67%
COMBO 1
RETRY 0
TIME 00:21.73
CP 2550
3800
100%
COMBO 2
RETRY 0
りんご
TIME 00:56.85
4800
CPアップ(L)
TIME 01:50.96
5550
TB-#アルゴル
TIME 02:26.45
6850
CPアップ(L)
TIME 02:58.98



## Brandish

Alias: Brand. A swordsman who wields two long blades and uses a multitude of skills. He is known to throw his weapons like boomerangs, so even targets at a distance cannot escape his attacks.

He approaches with short jumps. Quickly move beneath him while he's in mid-air.

The swords he throws will return from off-screen after a moment!

He crashes helicopters from the sky! Be extra careful with the last one!

## STAGE

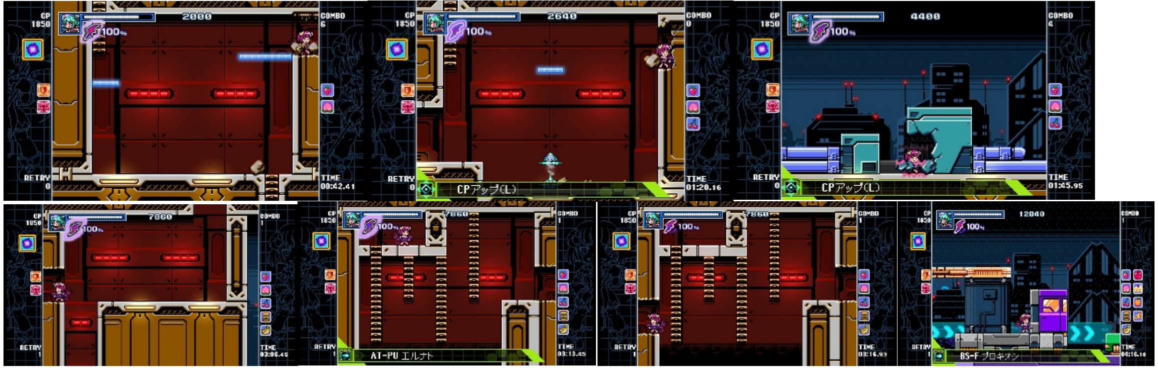
## Highway

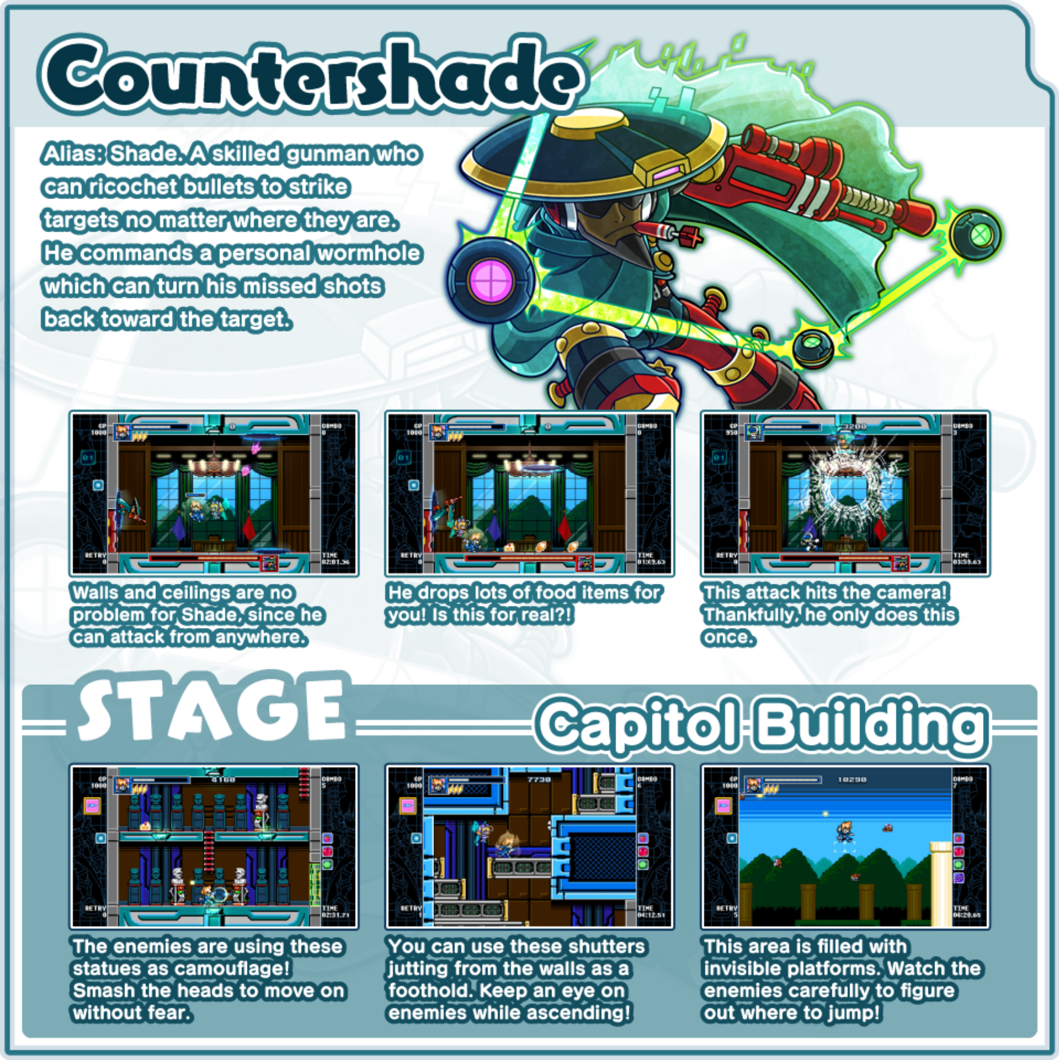
This stage starts in a tunnel where the stopped vehicles are swarming with enemies!

These platforms disappear and reappear at regular intervals. Watch them carefully to climb safely!

Vehicles are speeding down the highway! Carefully jump between them or you'll be in a world of hurt!

## Highway Rare Item Locations





## Countershade

Alias: Shade. A skilled gunman who can ricochet bullets to strike targets no matter where they are. He commands a personal wormhole which can turn his missed shots back toward the target.

Walls and ceilings are no problem for Shade, since he can attack from anywhere.

He drops lots of food items for you! Is this for real?!

This attack hits the camera! Thankfully, he only does this once.

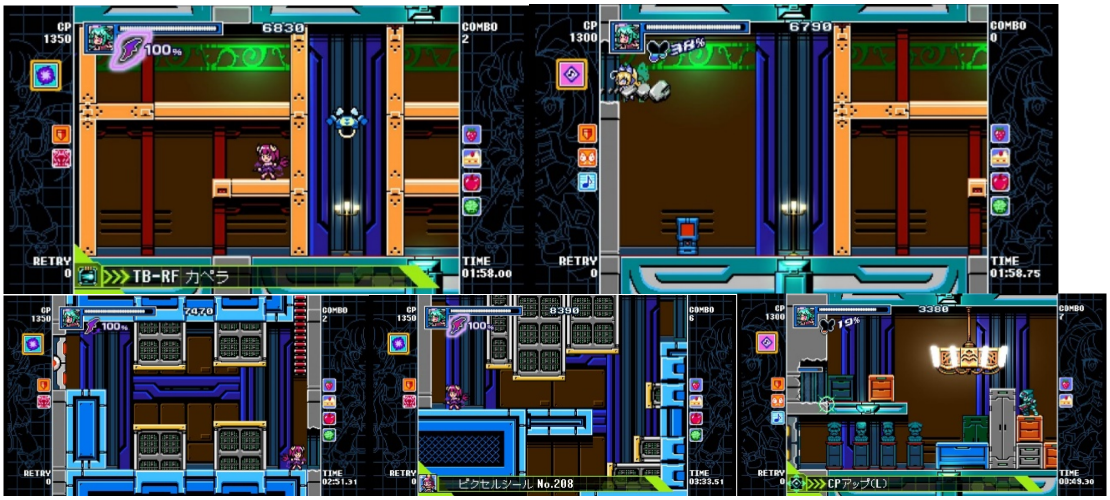
## STAGE Capitol Building

The enemies are using these statues as camouflage! Smash the heads to move on without fear.

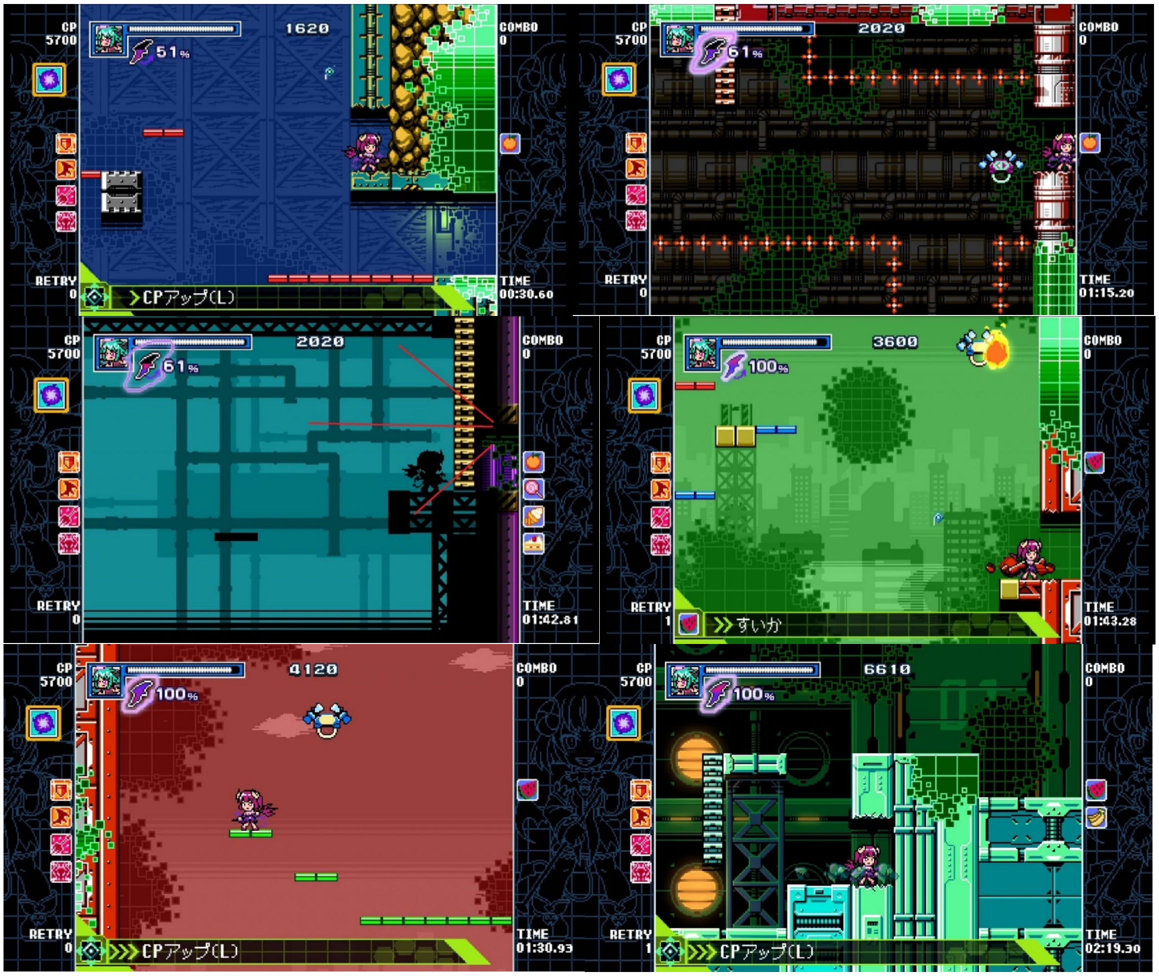
You can use these shutters jutting from the walls as a foothold. Keep an eye on enemies while ascending!

This area is filled with invisible platforms. Watch the enemies carefully to figure out where to jump!

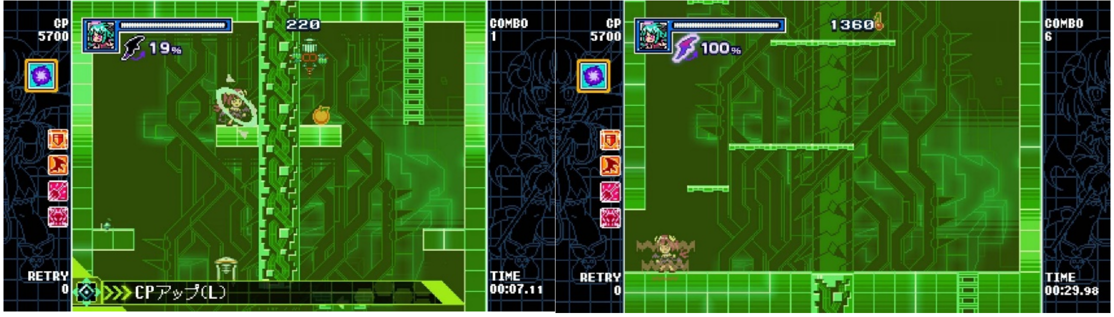
## Capitol Building Rare Item Locations

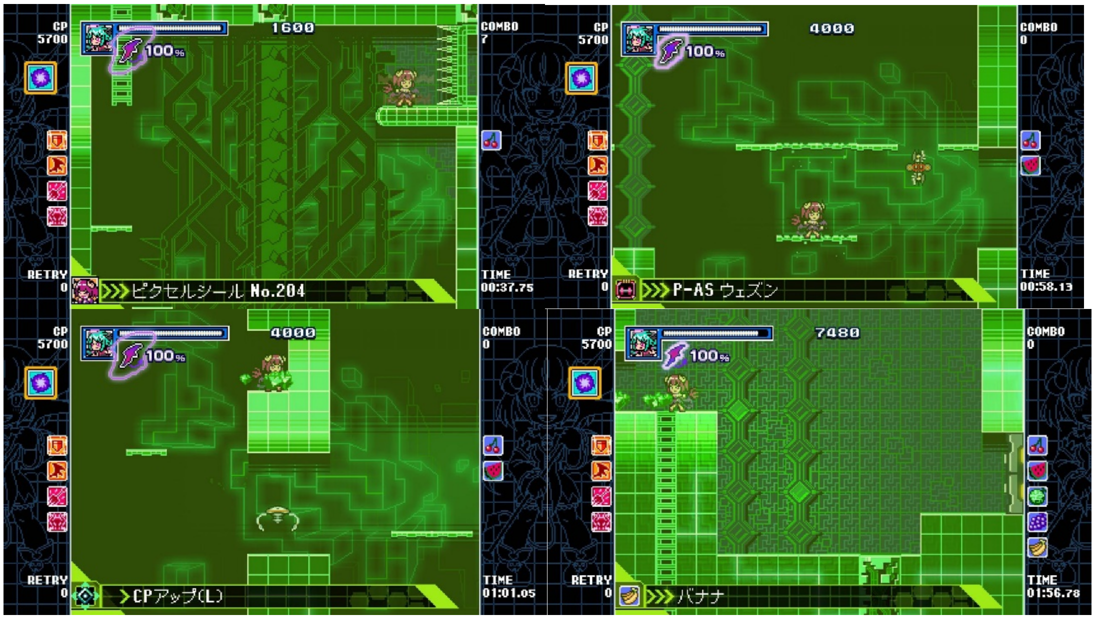


## Gateway Rare Item Locations

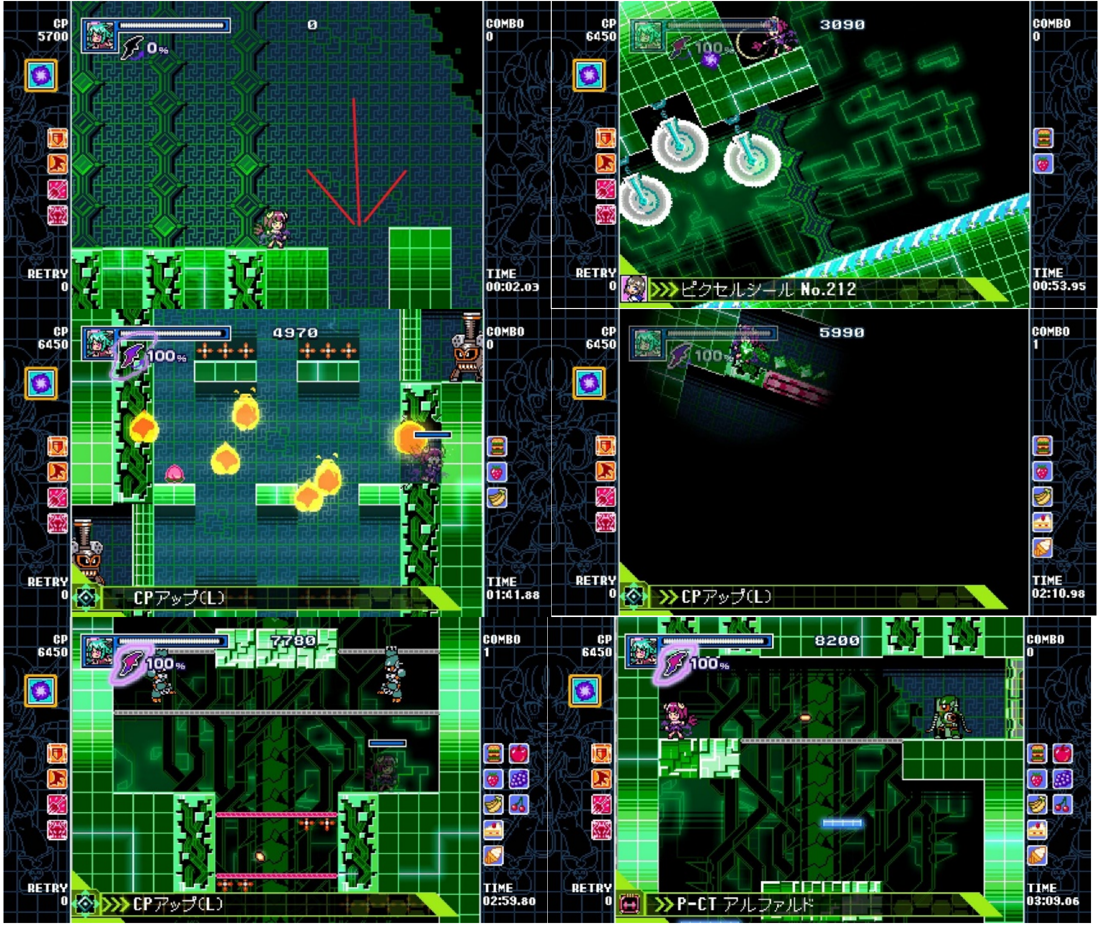

CP
5700
1620
51%
COMBO
0
RETRY
0
CPアップ(L)
TIME
00:30.60
2020
61%
TIME
01:15.20
TIME
01:42.81
3600
100%
すいか
TIME
01:43.28
4120
TIME
01:30.93
6610
TIME
02:19.30

## Subspace Rare Item Locations

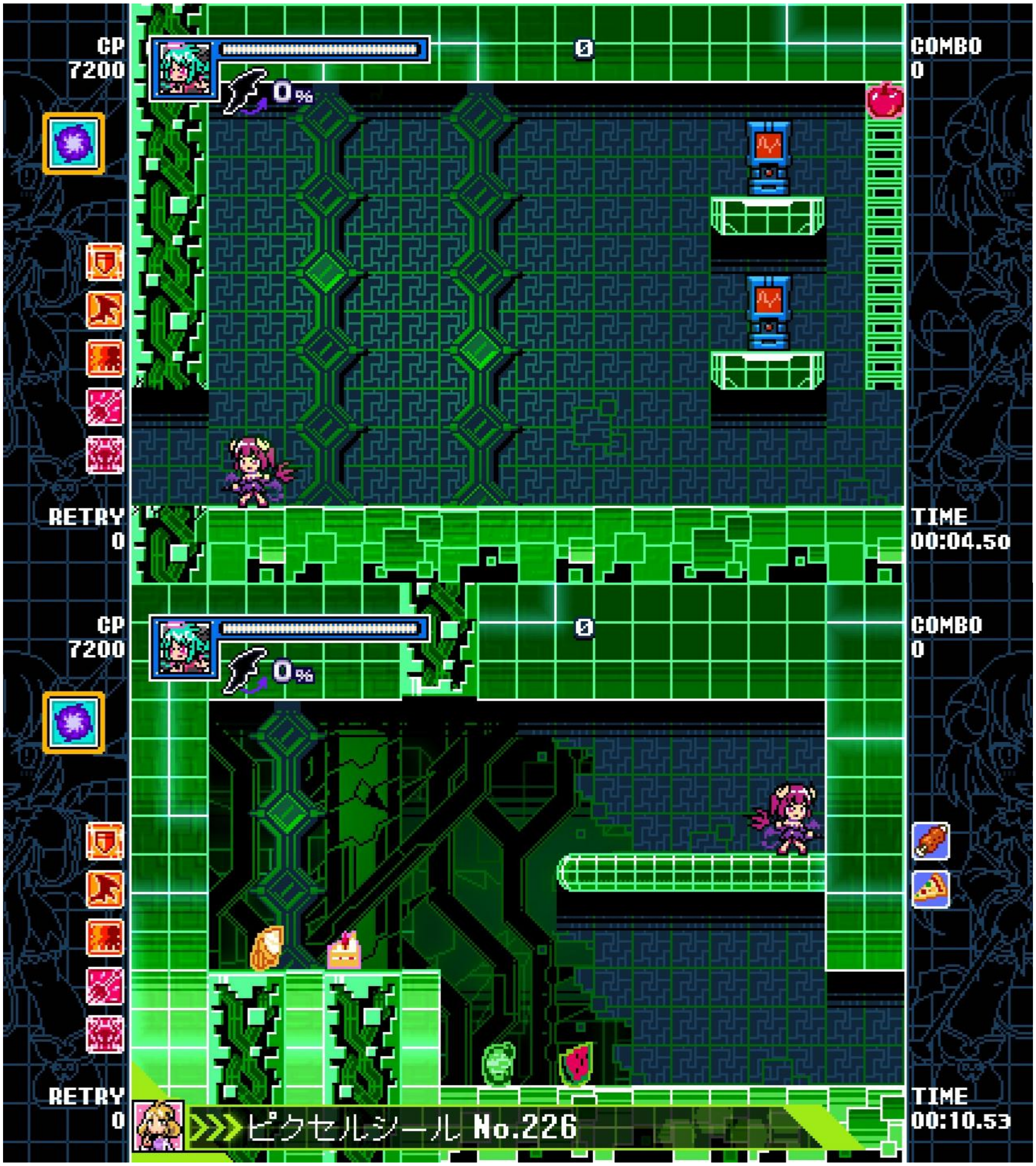

CP
5700
220
19%
COMBO
1
RETRY
0
CPアップ(L)
TIME
00:07.11
1360
100%
COMBO
6
TIME
00:29.98

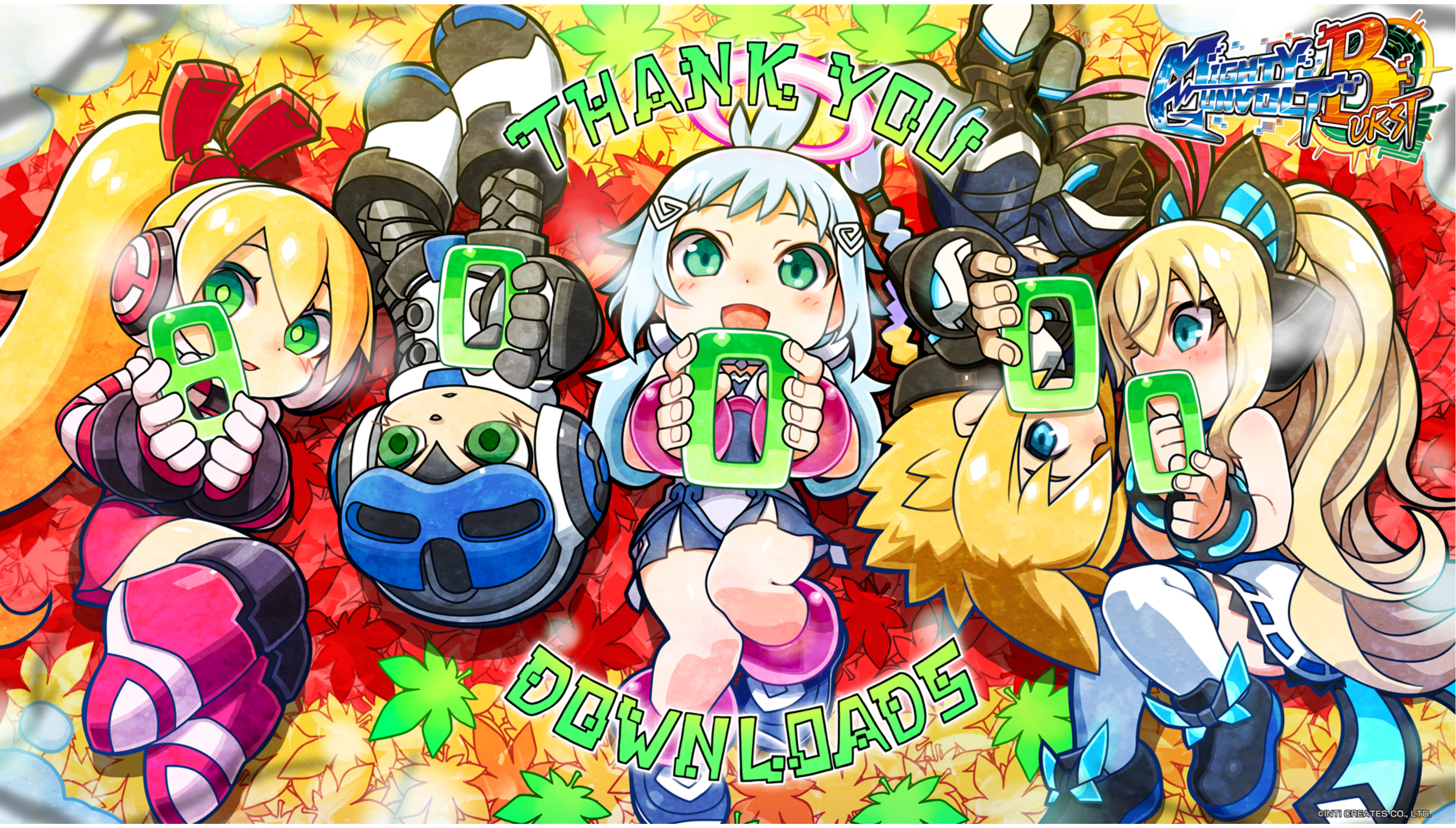

ピクセルシール No.204
P-AS ウェズン
CPアップ(L)
バナナ

## Distopia Rare Item Locations


ピクセルシール No.212
CPアップ(L)
CPアップ(L)
CPアップ(L)
P-CT アルファルド

# Cyberspace Colosseum Rare Item Locations


CP
7200
0
0%
COMBO
0
RETRY
0
TIME
00:04.50
CP
7200
0
0%
COMBO
0
RETRY
0
TIME
00:10.53
ピクセルシール No.226


MIGHTY GUNVOLT BURST
THANK YOU
8
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0
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